14 PAGES OF TRICKS AND SECRETS! THE BEST TIPS: FINAL FANTASY X • GTA3 • MAX PAYNE • SSX TRICKY • TONY HAWK 3 • METAL GEAR SOLID 2 • JAK & DAXTER

ZIFF DAVIS MEDIA

MARCH 2002
ISSUE 54

OFFICIAL U.S. PlayStation MAGAZINE

TEKKEN 4
SOUL CALIBUR 2
VIRTUA FIGHTER 4
BRAND-NEW SCREENS INSIDE!

FOOL AROUND WITH BRITNEY
WE TALK TO THE POP PRINCESS ABOUT HER NEW GAME

CHEAP

FINAL

Official U.S. PlayStation Magazine Issue 54 (March 2002)

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Actual in-game model ▶

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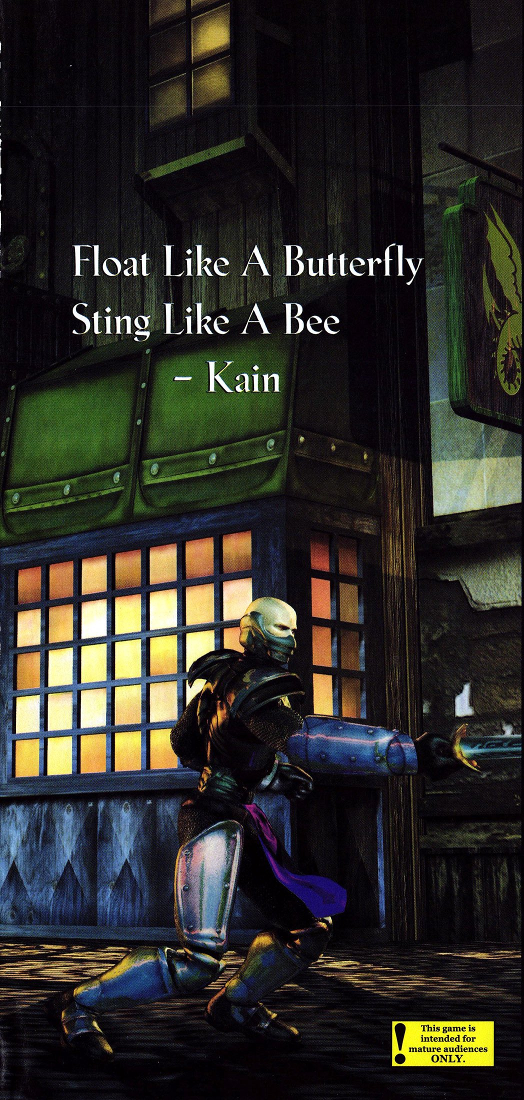

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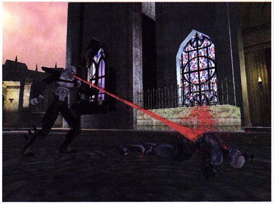

Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

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BLOOD OMEN 2

Kain Awakens This March

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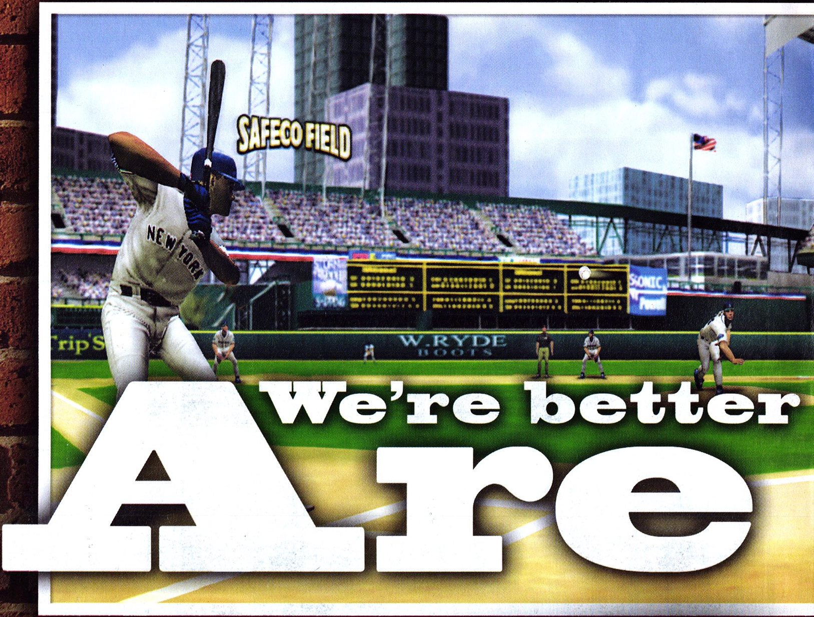

We've been hard at work in the off-season improving our game.

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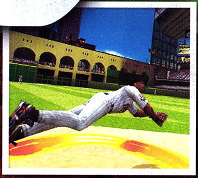

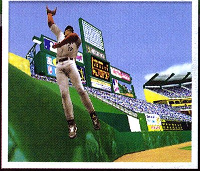

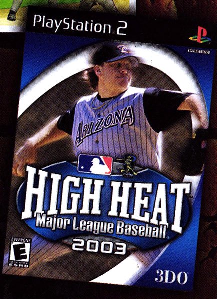

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And the winner is...

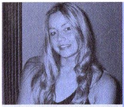
John Davison
Editor in Chief

If you were in any doubt as to the outcome of the big console war this holiday season, you'll be pleased to know that the PS2 cruised through the entire experience with flying colors. Between Thanksgiving and Christmas, Sony sold nearly 2.5 million PS2s, a figure that is more than double the number of either Xboxes or GameCubes that found new homes.

This success is entirely due to the incredible library of games, and in particular Final Fantasy X, Metal Gear Solid 2 and most important of all, Grand Theft Auto III...a game that has continued to surprise us all since it was first released. The choices we were presented with in 2001 were just incredible, and trying to pinpoint a single product that deserves to be heralded "Game of the Year" is a tough job. So tough in fact, that we desperately need your help. We've produced a short list of nominees for games of the year in a number of categories and now we need you to vote for them.

Visit our Web site over the next month, www.playstationmagazine.com and vote for your favorites so we can declare a winner a couple of months from now.

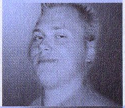
About our contributors

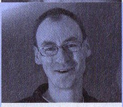


ZOE FLOWER
Zoe is a multimedia superstar. She works for us, she makes TV shows, she produces rock videos, she's an animator and illustrator, she makes very cool Web sites, and she somehow has time to play games as well.
www.zoeflower.com

JOHN SCALZI
A writer for the *Chicago Sun-Times*, the *San Diego Tribune*, *New York City* magazine and the *Fresno Bee*, John brings his considerable knowledge to our media pages. Visit his Web site at www.scalzi.com, or he'll cry.

SHANE BETTENHAUSEN
Shane is responsible for the monstrous job of piecing together this month's Final Fantasy X strategy. As a former editor at gamers.com, he's now enjoying the good life freelancing for the likes of *OPM*, *EGM* and *GameNOW*.





TIM PONTING
Previously a group publisher at Dennis Publishing in the U.K., Tim was responsible for *PC Zone* and *The Official U.K. Dreamcast Magazine*. He's now a freelance writer and part of the online score-ranking company Csports.
www.csports.net

PENNY ARCADE
They make us laugh. And we're betting they'll make you laugh, too. Read the Penny Arcade guys' strip for the month, then visit their Web site for even more. And don't forget to order their new book while you're at it.
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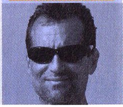
WAYNE VINCENT
When not doing illustrations for Walt Disney, Pepsi or Pizza Hut, Wayne graciously helps us out by creating some off-the-wall illustrations. This month he did the "Ultimate Gaming Setup" on the P.S. page. See his stuff at
www.waynevincent.com



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Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE RATING
The E replaced the previous K-A rating a few years ago. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING
Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING
These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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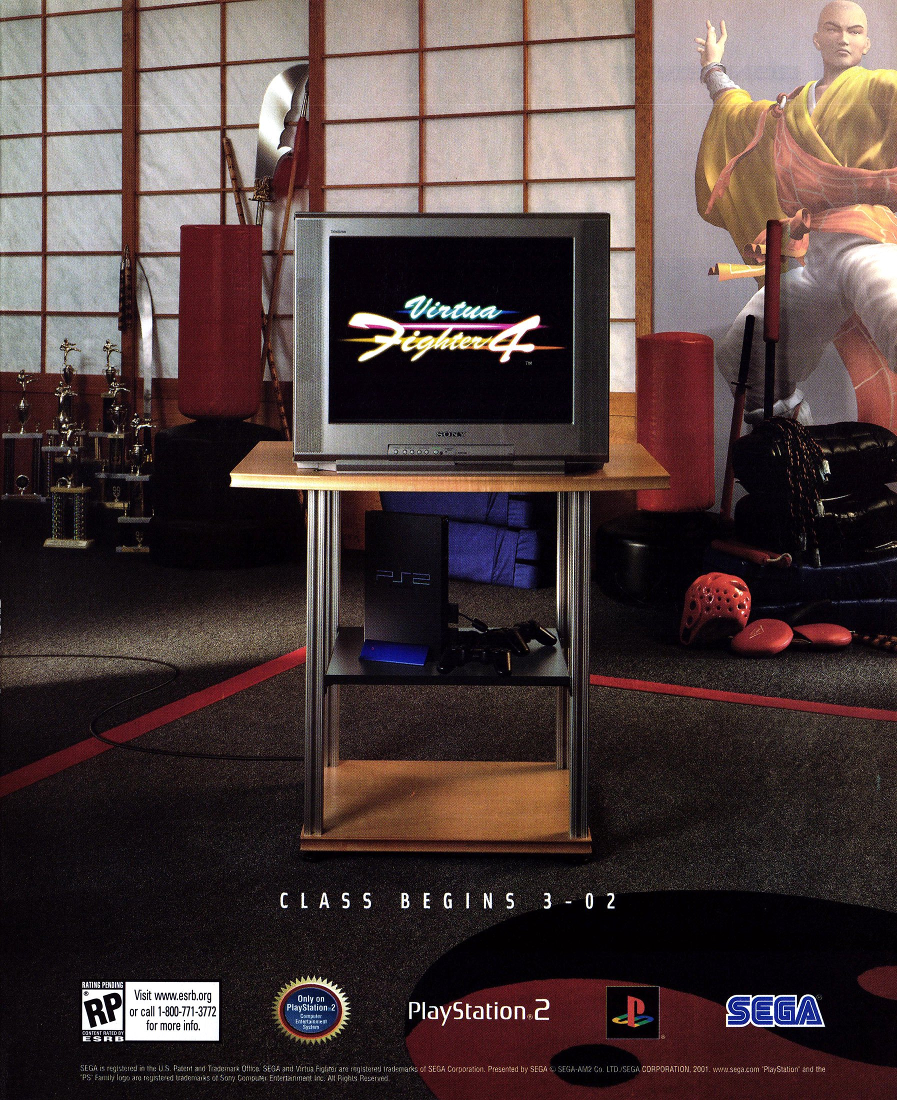
Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $7.99 . Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2002 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Tel: 212-503-5438. Fax: 212 503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Services at 800-217-7874. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.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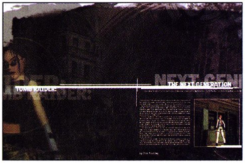
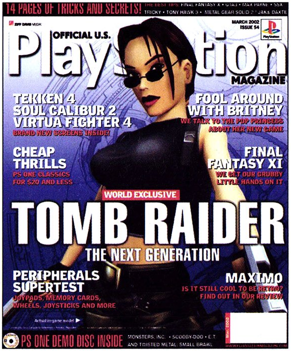

TOMB RAIDER: THE NEXT GENERATION

The New Tomb Raider • 96

The franchise is completely reinvented for PS2 and given a darker, grittier and overall nastier feel. Lara is framed for murder, is on the run from the law, and has lost all of her wealth. And that's just the beginning.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PLUG IT IN
GET A GRIP

Peripheral Mayhem • 36

What do you get when you lock the *OPM* editors in a room with all the latest controllers, joysticks, driving wheels, memory cards and DVD remotes? Mayhem. Shenanigans. And heaps of plastic that didn't pass our grueling tests.

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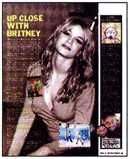
A lot of people only want to look at Britney Spears, and while we can't blame them, we were equally interested in what Ms. Pop Artist had to say about her upcoming game. You can read all about it right here!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They keep adding Roman numerals, and we keep beating other magazines to the punch. If you want exclusive hands-on reactions, along with the newest in FF news, then look no further than the opening pages of Spin.

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The big deal this month: a secrets guide to Final Fantasy X. Perhaps you've heard of it?

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We spent some time daydreaming about the ultimate gaming setup. Let us know what you think.

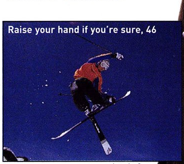

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photo by Coope

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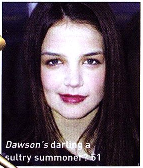

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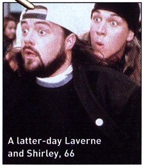

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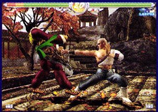

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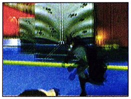


Batman: Vengeance
Even non-Batman fans will feel inspired to fight crime after checking out this video clip which features the best superhero game on the PS2.

Tony Hawk's Pro Skater 3
Wondering why this is one of the PS2's hottest games? Wonder no more. This demo shows why it scored so high.

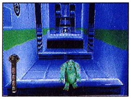
Jak and Daxter: The Precursor Legacy
We gave this platformer a five-disc rating. Now you can see for yourself why we love it so much.

SKEWING YOUNG?

There's no question that the PS one is starting to skew younger, but that doesn't mean the varying gameplay isn't challenging. This month we bring back the PS one demo disc so you can try out a mix of games for the kid in all of us. Plus, don't forget to check out the PS2 videos. Not only do we present clips from two stellar titles (Jak and Daxter and Tony Hawk 3), but we also deliver the best superhero game on the PS2. Until Spider-Man comes out, that is.

March 2002
PlayStation
Disc 54
disc

Sheep Raider
If you've ever aspired to steal sheep, this is the demo for you!



Disney's Monsters, Inc
Cute. Cuddly. Monsters. Somehow Disney's found a way to sew it all together.

Twisted Metal: Small Brawl
There's nothing small about the number of explosions in this brawl.

Scooby-Doo and the Cyber Chase
How far would you go to earn a Scooby snack? Play this demo to find out.

E.T. The Extra-Terrestrial: Interplanetary Mission
Ready for a headache? Try out this demo from the formerly lovable E.T.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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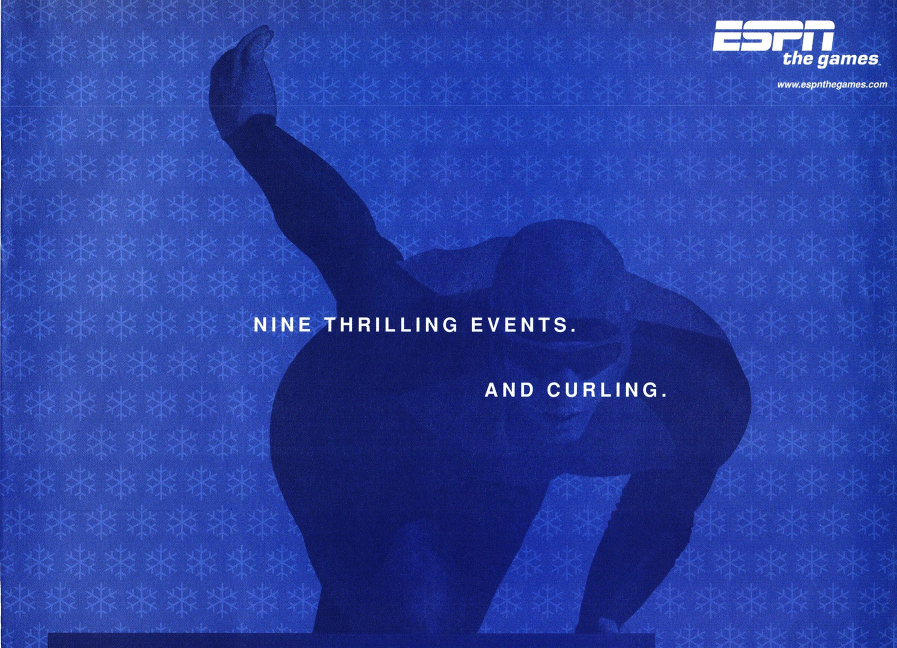
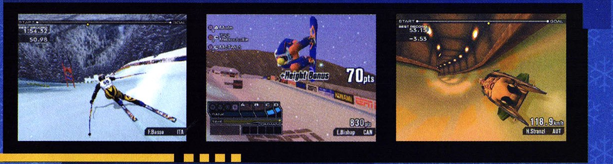


NINE THRILLING EVENTS.

AND CURLING.



International WINTER SPORTS 2002

Which is not to say this sport of Canadian kings won't put a lump in your throat. After all, this is ESPN International Winter Sports 2002. And whether you're hucking ho-hos off the halfpipe, soaring off the ski jump, or reaching for records in any of the other eight events, your every triumph—and every defeat—is part of an authentic ESPN telecast. So smile wide and breathe deep. You wouldn't want to lose your cool on the ice.

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VIOLENCE

LUCAS Arts®

Hex Missile
Hex Missile

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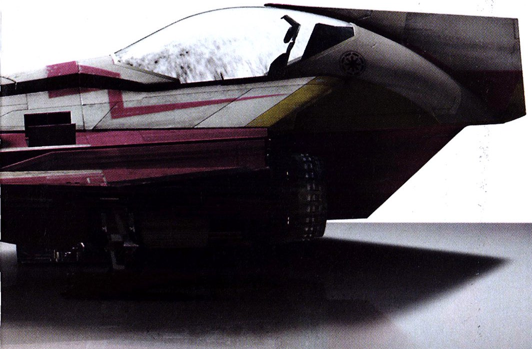

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Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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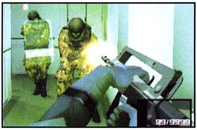
Almost FA-MAS

On screenshots and trailers for Metal Gear Solid 2, they show Snake in the tanker mission holding and firing a FA-MAS weapon. However, I can't seem to find the gun in the game or manual. So why is it in previews for the game?
Mark Prosia
prosia101@hotmail.com



Our pals at *Electronic Gaming Monthly* were wondering the same thing, so they put the question directly to MGS2 director Hideo Kojima. Here's what he had to say: "The game was first developed with the FA-MAS, but we turned it into the M4 to be consistent with the story. [Graphics Supervisor] Yoji Shinkawa and others who know a lot about guns begged us to drop the FA-MAS. Many people who saw the early trailer have said that the gun should not be a FA-MAS as well. We had to drop all the polygon models and character motions involving the FA-MAS as a result. What a waste!" For more nifty insights from Kojima, be sure to check out *EGM*'s February issue.

Naughty Dog!

When I was roaming through this glorious magazine (issue 52), I saw the feature on Jak and Daxter. I looked at the pictures, and one of the developers—I think Andy Gavin—was holding a sign that said "Beware of 'Naughty' Dog" (page 114). I think it should say, "Be *Aware* of Naughty Dog" because their dog is sniffing Andy's crotch (page 113). Now that's a sign of a good developer!
Adam McDaniel
kirkmcdaniel111@msn.com

QUESTION OF THE MOMENT

Last month we asked what you'd like to see in a PS2 Lara Croft game. Next month, tell us which fighting-game franchise you're looking forward to. E-mail us at OPM@ziffdavis.com. Mark your notes FIGHT GAME.

What would we like to see in the PS2 Tomb Raider? Easy! Finally, a working Nude Raider Code! (Circle, Circle, Triangle!) Well, and go easy on the block-pushing, *please....*
Henning Thiel
Glen Rock, NJ

What would I like to see in a PS2 Lara Croft adventure? How about good graphics? Keep her cartoonish, but smooth her out a bit. Oh, and make her go undercover in a French maid outfit or something. I guess better control and gameplay are important too.
"Xan"
xana@mindspring.com

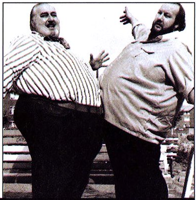


Photo: Corbis

Letter of the Month

When I first got my PS2 with Gran Turismo 3, I weighed 155 pounds. I sat in front of my TV all summer, 18 hours per day, until I completed 100 percent of the game. When I finally beat the very last race and completed every little bit, I tried to get up—but I couldn't! I had to roll off the couch to go take a shower, but my clothes were stuck on tighter than an anaconda on a rhinoceros.

I went to weigh myself and I weighed 220 pounds! Gran Turismo made me fat! My ass alone weighs 40 pounds! If I were to fall, I'd bounce. It's hard being fat. I shouldn't be fat. I can't fit in my car now! I don't know what to do, I can't get to work! I'm ugly, too—my hair got really long and smells a bit like peanuts. I'm sad now. How can I lose weight? With the release of Final Fantasy X, the fat will build up even more until I get so fat, I pass out from moving the little buttons on the controller! I'm going to have an aneurysm if I keep worrying. Ahhh! I'm now seeing hallucinations! Purple squirrels driving little green S-2000s. Help!!
Jeff Daniel
whatami_76133@yahoo.com

Chat With Us

at www.playstationmagazine.com!

Wanna chat with us along with other like-minded gamers? Then head over to www.playstationmagazine.com, click on "Talk to the *OPM* Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers. Here's what some of you have been saying about FFX's blitzball minigame.

"I never played much blitzball. No time, and didn't care too much for it. But I'm sure some of you have devoted some considerable time to it. I'm curious if anyone's got any good strategies and tips for winning at Blitzball. If so, post 'em here!"
-OPM_Gary

"my Blitzball strategy is to avoid it whenever possible. It's the one part of FFX I can't stand."
-mannayz

Basik Ronso
Jassu
Jassu tackles hard!
Basik Ronso shoots!
TIME 01:04

"Press a lot of buttons, swim around, never play it again afterwards."
-iamthenemesis

"I dont get why most of you all crack on Blitzball. I mean, it was cool. It may be a little, out there, but all in all it is pretty cool."
-mannayz

"I think blitzball is very easy. At the start, everything is so hard for me, but in time I got use to it. My strategy is first to learn the Jecht Shot, then use Tidus for the mid field, because it got great number of End(endurance) if you are a beginner. Note*Try to use players with great number of Endurance as right field, mid field, and left field, then use those with hight attack as left back field and right back field, finally use the one with the highest catch as catcher. Suggest using tidus to start off by swimming toward the goal, then try to break as many players as you possibly can, finaly when you are near the goalie use Jecht shot. Note*If there is two player that's trying to tackle you, don't worry because jecht shot could paralyze those two. If you have three or more players that try to tackle you, then try to break two of them and paralyze other with the Jecht shot.

"If you don't understand all of the above then post your message, and I'll try to answer them. I bet lots people already got use to this game, and I got use to it in only one day after I know how to set up my team."
-BH_GXS

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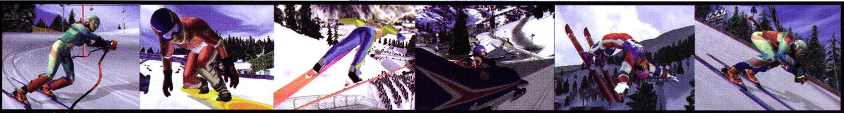

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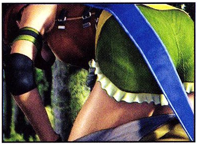
> "I'm sure that statement was made by an idiotic monkeyspank who loves to eat steak and has no problem with how they are killed in a slaughterhouse for them."



Which FFX Babe Is the Hottest?

RIKKU! DEFINITELY RIKKU! You can't even comprehend how much I love Rikku! Hmm... where shall I begin? It all started when I saw a picture of her in your magazine. I almost fainted from her beauty! I immediately looked her up on the Internet and downloaded 30 pictures (all I could find) and her theme song. I have her picture as my computer-desktop image, put her theme song as my startup music, and have a screensaver I made of her. I am currently working on three Web sites of her. She is all I dream about. My friends call me nuts for loving a cartoon, even though I argue that she's real! If only she were real and I could hold her! When I received this issue of *OPM* and saw the demo of Final Fantasy X, I leaped off of the couch onto my severely sprained foot for the first time in days and hobbled down my staircase to my PS2 so I could play it, hoping Rikku was in it. I was disappointed to find out she wasn't. I think I need help.

Evan Crawley
rikkuismygoddess@yahoo.com

Indeed. Seems most of you agree that Rikku is the hottest FFX chick (although most of you aren't quite as creepy as Evan). Her cover was also the top pick among the three we released last month, easily topping Lulu and Yuna.

Don't Slander Slaughter

Although I don't hunt, I found a disturbing paragraph in the PS one previews (*OPM* 52):

"Who says video games can't teach us good values? Take this hunting sim, for example. Ultimate Challenge includes 'all applicable hunting laws to guarantee the trophy you take is a legal one.' How nice. Even better, the X-Ray option lets players peek at the internal organs of downed game, so novices can learn how to execute quick, clean kills. You can thank Activision for releasing this game, out in stores now."

Millions of Americans hunt for food or game every year and you piss on them by writing this preview of a game that represents not only American history and heritage, but the rest of the world as well. I'm sure that statement was made by an idiotic monkeyspank who loves to eat steak and has no problem with how they are killed in a slaughterhouse for them.

optimus3@earthlink.net

Apparently, Charleton Heston reads *OPM*.

QUICK HITS

BIG IDEA

OK idea for a game game I wold like a game has a small but big animal. Instead of a human bad guy make an animal for a bad guy because to me shouldn't the human bad guy shoot him? That is my idea.

Taylor Horwood
snail12342000@yahoo.com

A letter from one of the R&D execs at our "favorite" game publisher, perhaps?

THANKS, BUT NO THANKS

I've come up with an idea of the new PlayStation. It's called the PlayStation FX, and I was wondering how much money I would get for coming up with this idea.

Joshua King
Spring City, Tenn.

Listen, all you wacky R&D execs at our "favorite" game publishing company—stop sending us your wacky ideas!!

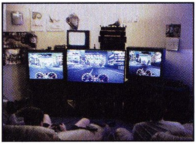
NICK LAHANAS'S MOST WANTED

1. Metal Gear Solid multiplayer game
2. Final Fantasy X
3. Legend of Dragoon sequel
4. Chrono Cross
5. Warzone 2100
6. Gran Turismo 3
7. NBA Street
8. Twisted Metal: Black
9. Zone of the Enders
10. A life

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

The Ultimate Setup

I love the fact that I can compete against my friends without splitting my screen. Every Tuesday night for about the past three months, my friends and I have had an all-out racing war going on in my basement with GT3. I bought two more TVs, two more PS2s and two more copies of GT3 (used, so at least I saved some money). My goal is to someday have six pals racing at once. Does anyone else do this, or am I just crazy?



I have enclosed a pic to show you what it's like. Can you recommend other games to do this with, since I already have the hookup?

"Mike, The Racing Fool"
harris@advbiol.com

Several games support this kind of play; it's just not widely publicized since most people don't have the time, money and space to take advantage of it. For starters, check out Twisted Metal: Black, TimeSplitters, Unreal Tournament and Quake III Revolution.

Bass Ails

I believe I'm a reasonable man who isn't easily swayed by simple gaming prejudices. But something needs to be done about the bass—that's right, *bass*—genre of games.

Seriously, how many bass game titles can be spawned? Let's take a look at some of these titles. To name a few: Bass Masters, Action Bass, Championship Bass, Bass Hunter, Bass Rise, Bass Landing, Bass Strike, Fisherman's Bait II Big Ol' Bass, and Big Ol' Bass II. Do consumers honestly need to make the hard decision of "Which bass is right for me?" And in order to be a truly hardcore "badbass" gamer, do I need to have them all? Now, I hate to use a cliché, but there are other fish in the sea.

As the years go by, these virtual adversaries will gain more and more artificial intelligence to the point where they could outwit the bass of the real world. Speaking of real bass, what are they doing whilst their natural predators are sitting on their butts and achieving high scores? Could this imbalance result in the population of bass skyrocketing to dangerous levels?

So have I made my point, or should I be expecting upcoming games like The Red Bass of Courage, Super Bass Brothers and Baby Got Bass? Or maybe in lieu of those recent video game movies, perhaps sleeper hits like *Bass to the Future*, *The Bass and the Furious*, *Silence of the Bass* or *Dude, Where's My Bass*?

Ethan Hennessey
running_faucet@hotmail.com

16 Random Musings About *OPM*

Some notes about issues 38–52.

1. I have yet to write the Letter of the Month.
2. There is a scary person with an afro on p. 36 of issue 38.
3. Some article linking video games to violence, p. 42 of issue 39.
4. Apparently people are pimping PS2s, p. 129 of issue 40.
5. New Japanese PS2 is shown. Amazingly, it looks a lot like ours, p. 39 of issue 41.
6. Saddam is hoarding PS2s, the selfish jerk, p. 45 of issue 42.
7. Remakes of Final Fantasy VII, VIII and IX for PS2 announced. Not much since then, p. 50 of issue 43.
8. A nice picture of a monkey throwing a banana peel, p. 15 of issue 44.
9. Britney looks funny, p. 20 of issue 45.
10. A funny comic strip, p. 118 of issue 46.
11. The history of Final Fantasy, p. 88 of issue 47.
12. A picture of Sen. Joe Lieberman, p. 22 of issue 48.
13. The last time the PS one had more reviews than PS2, p. 133 of issue 49. Also, Couples Who Play Together, Stay Together disappears and hasn't been seen since.
14. Some Oompa Loompas, p. 82 of issue 50.

15. A Christmas list, p. 38 of issue 51.
16. A scary picture of The Hulk, p. 80 of issue 52.

Just thought you guys would like to know.

Jeff Daniel
whatami_76133@yahoo.com

A note about issue 54: Jeff Daniel not only wrote Letter of the Month, but also put together a fine synopsis of 14 months of *OPM*!

Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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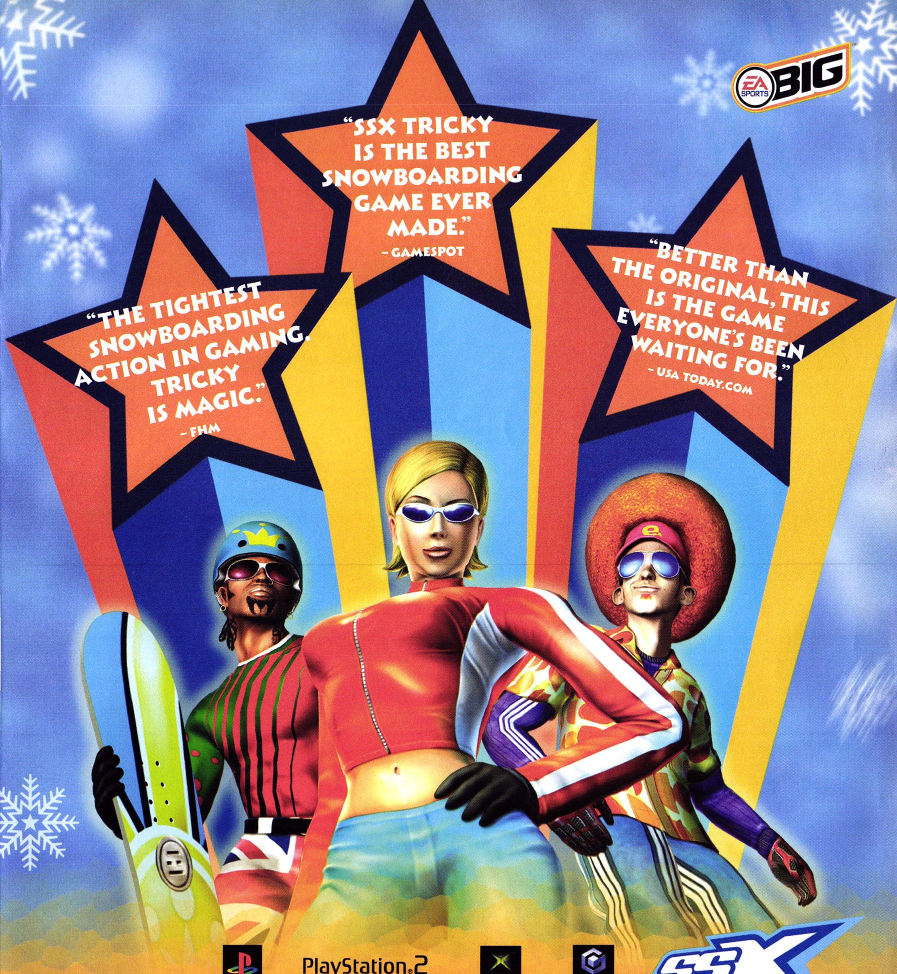
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"SSX TRICKY IS THE BEST SNOWBOARDING GAME EVER MADE."
– GAMESPOT
"THE TIGHTEST SNOWBOARDING ACTION IN GAMING. TRICKY IS MAGIC."
– FHM
"BETTER THAN THE ORIGINAL, THIS IS THE GAME EVERYONE'S BEEN WAITING FOR."
– USA TODAY.COM

PlayStation®2

XBOX

NINTENDO GAMECUBE

SSX Tricky

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence

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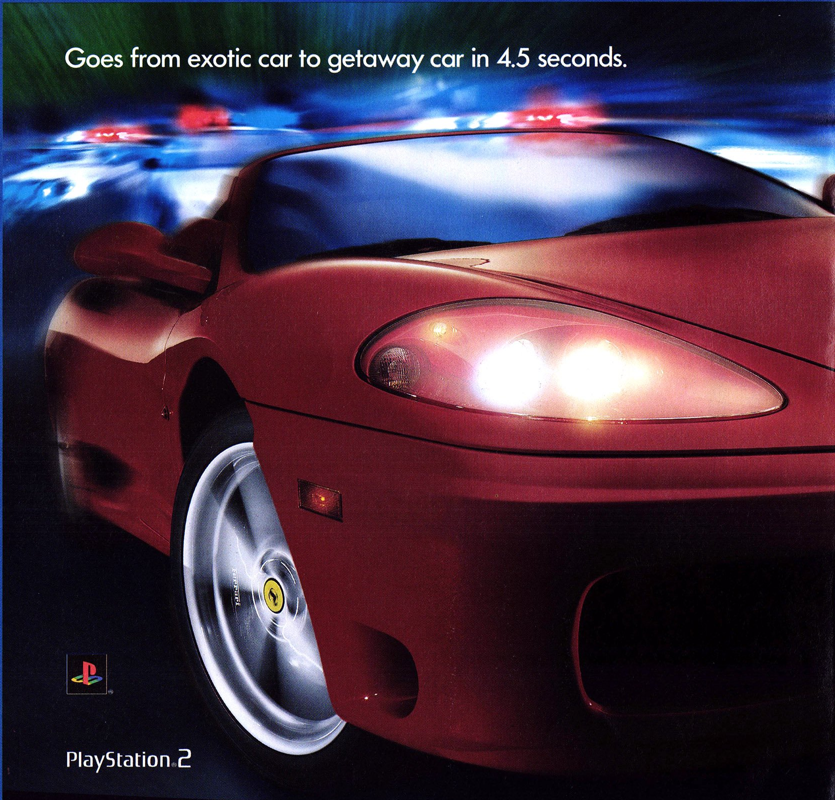

- They don't build cars like the Ferrari 360 Spider™, Porsche Carrera GT™ and Lamborghini Murciélago™ to just sit in traffic. Push the limits of the world's best cars. And the law. Carve through real-world roads, oncoming traffic and unpredictable driving conditions. Keep the revs high, the damage low and your right foot planted en route to bragging rights. Or bail bonds.

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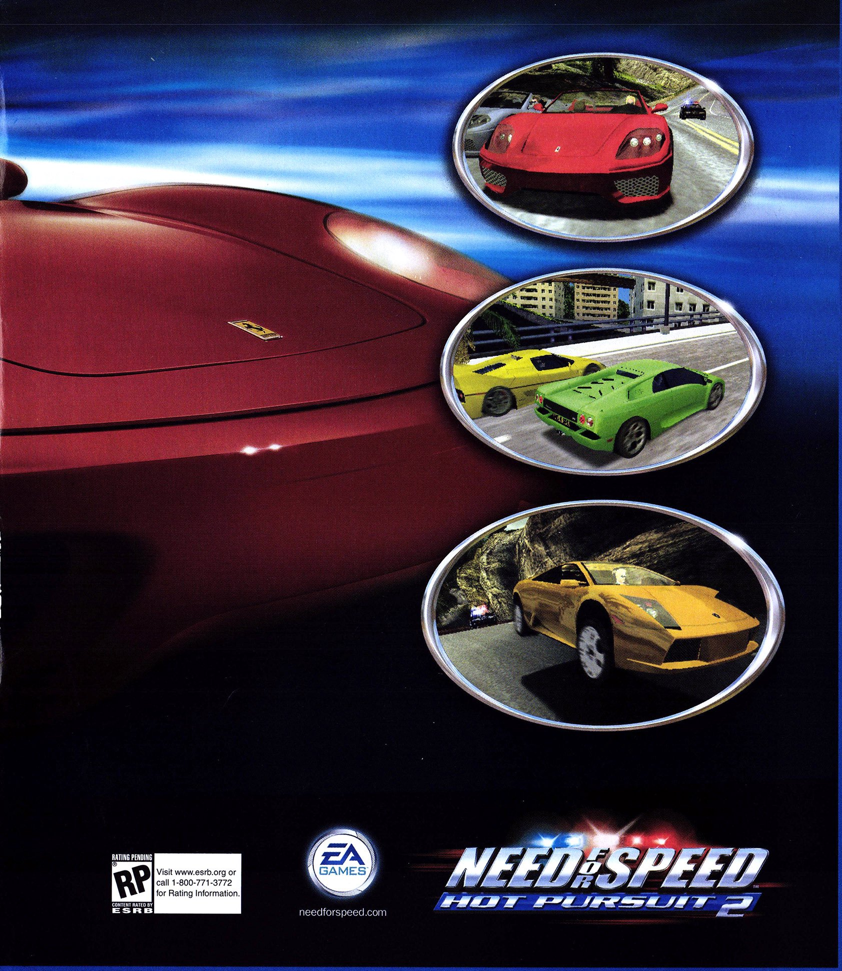

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Jak and Daxter
the Precursor Legacy™
EVERYONE
E
CONTENT RATED BY ESRB
Violence
NAUGHTY DOG®

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A New Legacy Is Born. In the hero community you have two types: Those that fight evil and those that happen to be around while others are doing the fighting. Introducing Jak (the fighter) and Daxter (umm, the other guy). Join them as they voyage to defy the forces of evil on an adventure many dream about...but few dare attempt. To find out more about their legendary quest, check out WWW.JAKANDDAXTER.COM

PlayStation 2
Bob's ELECTRONICS
TELEVISIONS
ELECTRONICS
PlayStation 2
PlayStati
LAYE

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Cast Your Vote

Check out the ballot for best games of 2001, then head to www.playstationmagazine.com to vote.

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Cheap Thrills

Fifteen PS one picks that won't strain your budget.

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Britney!

We chat with the mega-pop star about her new game.

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Mad Attitude

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Are You Ready Tu-Rok?

The popular N64 Turok franchise is headed to the PS2.

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FFX Dream Cast

Our picks to star in the Final Fantasy X movie.

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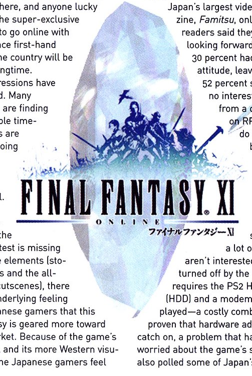
Media Roundup

Music reviews, Web sites, DVD news and reviews and much more.

FANTASY STARS

Square's first online Final Fantasy goes into beta testing in Japan with mixed results

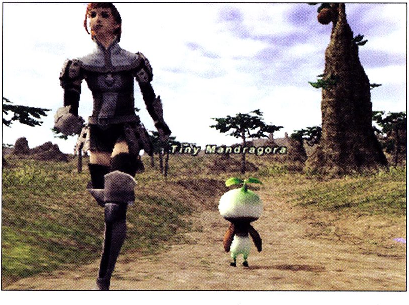


Final Fantasy XI has finally hit Japan! Well, for a select group of gamers, that is. In early December the game went into beta testing there, and anyone lucky enough to be on the super-exclusive test list was able to go online with FFXI and experience first-hand what the rest of the country will be playing come springtime.

So far the impressions have been rather varied. Many Japanese gamers are finding it to be an incredible time-stealer, but others are claiming that by going online the game has lost a lot of what makes Final Fantasy so special. And while a lot of the negative feedback stems from the fact that the beta test is missing several vital game elements (storyline, boss battles and the all-important movie cutscenes), there seems to be an underlying feeling among many Japanese gamers that this latest Final Fantasy is geared more toward the American market. Because of the game's PC style of control and its more Western visual style, many of the Japanese gamers feel this latest Final Fantasy installment will actually do a lot better in the U.S. than in Japan. In fact, in a poll conducted by Japan's largest video game magazine, *Famitsu*, only 18 percent of readers said they were really looking forward to FFXI, while 30 percent had a wait-and-see attitude, leaving an astounding 52 percent stating they had no interest in it *at all*. Coming from a country that feeds on RPGs like Americans do on triple cheeseburgers, this kind of reaction is certainly enough to have the suits at Square sweating.

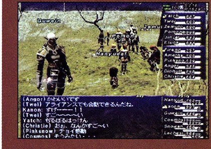
It's quite possible, though, that a lot of the folks who aren't interested in the game are turned off by the fact that FFXI requires the PS2 Hard Disc Drive (HDD) and a modem in order to be played—a costly combo. History has proven that hardware add-ons rarely ever catch on, a problem that has many retailers worried about the game's success. *Famitsu* also polled some of Japan's biggest game-store chains to get their impressions: 35 percent said Final Fantasy XI would be a hit, 4 percent weren't sure either way, and 65 percent said it wouldn't do all that well. Retailers are also concerned about the game being an online adventure, citing the Dreamcast's relative inability to push its network—despite having a modem packaged inside the console itself.

Still, Square seems rather unfazed by any of the negative feedback Final Fantasy XI has generated so far. According to the company, it needs only 300,000 people to continually play the game in order for it to be profitable. And

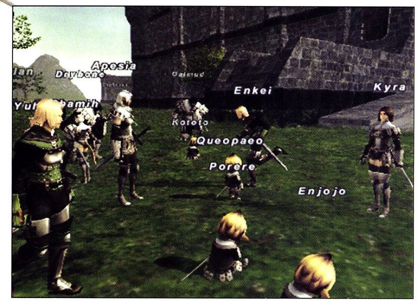


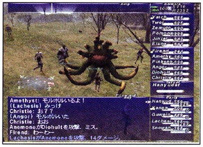
SEARCHING FOR THAT SPECIAL SOMEONE

One of the most fun aspects of FFXI is the ability to interact with anyone you happen to run across. Naturally, you can chat with these people, but exchanging items or weapons is also possible. It's important to interact with as many people as possible, as you'll want to find good players to create parties and form alliances.



(Angor) かわいいです
(Twel) アライアンスでも会話できるんだね。
Kanon: すげー――!!
(Twel) すご～～～～い
Yatch: もるぼるはっけん
(Christie) おお、なんかすご～い
(Pinksnow) チョイ感動
(Cosmos) そうみたい・・・




Amethyst: モルボルいるよ！
(Lachesis) みっけ
Christie: お？？
(Angor) モルボルいた
Christie: おお
AnemoneがDiohultを攻撃、ミス．
Firend: わーわー
LachesisがAnemoneを攻撃、14ダメージ。

while add-on hardware for consoles has never done well in the past, Square is likely banking on the fact that, well, no add-on has ever had the support of a killer app like Final Fantasy before. Square is also confident that the game's massively multiplayer style will generate communities of gamers that will help spread the word, building up a following that will grow enormously as the game catches on worldwide.

The world is massive. It can literally take hours to travel from one country to another.

Hands-On With the FFXI Beta Test

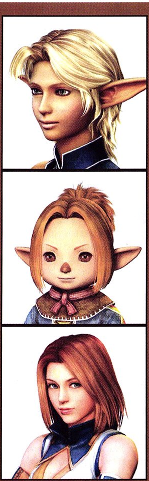
To enter FFXI's world, you first need to install Square's PlayOnline browser along with the game onto the PS2's hard drive, after which you can play without a disc. Once that's all set, you just hop online and log onto Final Fantasy XI.

The beta starts with the option to choose your character. You're given a variety of options, including breed, sex, visual style and job (interestingly, the jobs you can choose are identical to the original NES Final Fantasy: Thief, Fighter, Monk, White Mage or Red Mage). Next, you choose which country you'd like to inhabit (Windurst, San d'Oria or Bastok). Then the game starts.

Although the beta doesn't have any intro movie, the final version will. You basically just start out alone in a room in a town. Even so, that room is uniquely yours, so you can return to it at any time to regain health (there's also word that you might be able to collect items and decorate your room in the final version).

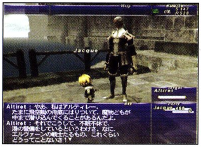
Once you head into the town, you meet up with lots of non-player characters—some who are vendors, with others there to offer you tips or missions. You can then explore and fight some battles, and join up with others to fight together. Working with characters who aren't of your particular job, breed or variety is especially useful. For example, a black magician coupled with a strong fighter can be quite a lethal combination—the fighter stays close to the enemies and can strike with weaponry, while the magician lurks behind and doles out damaging spells. You can form a party of six people, and up to three parties can then work together to form an alliance.

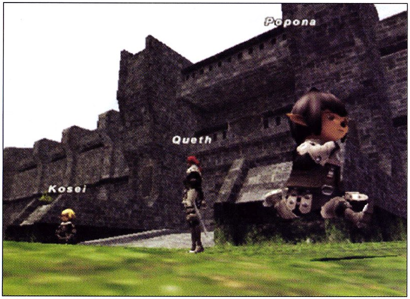
One thing that's apparent from the beta is that the world is massive. It can literally take hours to travel from one country to another. The game also is much more like a PC-style RPG than Sega's Dreamcast RPG Phantasy Star Online. Whereas in PSO you can do most things without a keyboard, in FFXI it comes much more into play. Messages to other players, of course, need to be typed, but it can also be used for commands like "wave" to a friend or "sulk" when you feel sad.



RACE RELATIONS

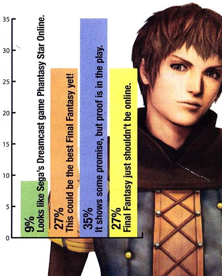
There are five different races in Final Fantasy XI: the very human-looking Humes; the elven Elvarns; the cute, fuzzy Taru-tarus; the cat-like Mithra; and the ox-like Garuga. Not all races get along with each other, though, so players must always stay alert.


Altiret：やあ、私はアルティレー。
たまに飛空艇の船底にはりついて、魔物どもが
中まで潜り込んでくることがあるんだよ。
Altiret：それでこうして、不眠不休で、
港の警備をしているというわけさ。なに、
エルヴァーンの戦士たるもの、これくらい
どうってことないさ！▼



GAMERS.COM POLL

Now that you've seen what Final Fantasy XI looks like in action, what do you think?



More PS one Street Fighting?

Apparently so. Capcom is working on Capcom Vs. SNK Pro for the PS one. The game is set to release later this year.

ZOE FLOWER

MY ELBOW, SEX AND VIOLENCE

Since Lara Croft first busted onto the scene, the sexual-exploitation-in-video-games argument has hogged the spotlight. The latest allegation: Sexual imagery in video games can lead to acts of violence toward women. During a recent radio interview, I was unexpectedly interrogated on this subject by a rabid reporter (think Agent Smith of *The Matrix*).

"There is some concern...that...these video games are contributing to...violence against women. [Insert pause and smug look here.]...What are your thoughts on this...subject?"

Had Lara Croft herself been present, she would have dealt a swift kick in the pants to "Agent Smith," something I continue to wish I had attempted myself. Female characters receive continual criticism for their "big guns," mile-high leg kicks in short skirts and indecent naval exposure, but has anyone watched a Britney Spears or Destiny's Child video lately? Sexual innuendo and minimalist clothing styles are dished out like candy on MTV, but give a girl a gun in a game and you're suddenly contributing to the factors that lead men to abuse women.

Maybe I could understand this argument if you're talking about the type of beatings my big brother would dole out if I used Nina to crush him in Tekken. But the point here should be that I was able to portray a strong female character who's feminine *and* drops a six-pack of whoop-ass on any man willing to get in the ring. Yes, female characters are often overtly sexual and physically fantastical, but how else is a game designer going to demonstrate the differences between males and females in a video game without focusing on physical attributes? Games are a visual and extremely visceral medium and, no matter how much depth of character a woman may possess, sexual prowess will continue to be determined by polygon counts. Sorry, but a lithe and luscious redhead wielding nunchukas in high heels is going to scream femininity, attitude and strength more than a chubby panda bear in a frilly dress.

And when games push the envelope by developing personalities in strong female characters like Lara Croft, they're still lambasted for catering to the fantasies of young boys, instead of being applauded for offering a role model that many young women cling to as an escape. What if designers started creating characters who were all like Rose in Metal Gear Solid 2 instead? Who wants to be a whiny girl with self-esteem issues?

Perhaps the biggest problem is that we're taught to conceal our feelings of anger or aggression. And when we express ourselves in a healthy way through video games, the *game*, not the *gamer*, is responsible for the obstreperous outburst. It's easier to blame video games for acts of violence than to look to the social or personal roots of the problem. For the record, the only occurrence of video games inciting violence against women I can recall is when I threw my controller at the TV while playing SSX Tricky and it bounced back to hit me in the elbow.

You'd be surprised how much that hurts, actually.

Zoe Flower is a multimedia superstar. If you want to chat with her, look for her on the *Official U.S. PlayStation Magazine* forum by clicking through from our Web site, www.playstationmagazine.com. Look for the user ID ZOEFLOWER. Also, check out Zoe's own Web site, www.zoeflower.com

CAST YOUR VOTES

We want to know what *you* think are the very best games of 2001, so be sure to head on over to www.playstationmagazine.com and make your voices heard!

PS2 GAME OF THE YEAR

- Devil May Cry
- Final Fantasy X
- Gran Turismo 3
- Grand Theft Auto III
- Ico
- Jak and Daxter: The Precursor Legacy
- Metal Gear Solid 2
- NBA Street
- Tony Hawk's Pro Skater 3
- Twisted Metal: Black

BEST RACING GAME

- ATV Offroad Fury
- Burnout
- Extreme G III
- F1 2002
- Gran Turismo 3 ▸

BEST ADVENTURE GAME

- Escape from Monkey Island
- Ico
- Metal Gear Solid 2
- Onimusha
- Silent Hill 2

BEST FIGHTING GAME

- Bloody Roar 3 ▸
- Dynasty Warriors 3
- Guilty Gear X
- Capcom vs. SNK 2
- WWF SmackDown!: Just Bring It

BEST ACTION GAME

- Devil May Cry
- Grand Theft Auto III
- Half-Life
- Jak and Daxter: The Precursor Legacy
- Twisted Metal: Black

BEST SPORTS GAME

- FIFA 2002 ▸
- High Heat 2002
- Madden NFL 2002
- NHL 2002
- NBA Street

BEST MULTIPLAYER GAME

- Baldur's Gate
- NBA Street
- Quake III Revolution
- Tony Hawk's Pro Skater 3
- Twisted Metal: Black

BEST RPG

- Baldur's Gate: Dark Alliance
- Dark Cloud
- Final Fantasy X
- Harvest Moon: Save the Homeland
- Shadow Hearts

BEST EXTREME-SPORTS GAME

- Dark Summit
- Dave Mirra Freestyle BMX 2
- MX 2002 feat. Ricky Carmichael
- SSX Tricky
- Tony Hawk's Pro Skater 3

PS ONE GAME OF THE YEAR

- Alone in the Dark: The New Nightmare
- Board Game: Top Shop
- Castlevania Chronicles
- Dance Dance Revolution ▸
- Dragon Warrior VII
- Fear Effect 2
- Final Fantasy Chronicles
- Madden NFL 2002
- Sayuki: Journey West
- Tony Hawk's Pro Skater 3

DATA STREAM

PS2 Still on Fire

Despite two new console launches, PS2 is still the best-selling system—and by a large margin. In fact, in the period between Thanksgiving and the end of December alone, Sony sold more than 2.5 million PS2s in the U.S. GameCube what? Xbox who?

Arc Heads to PS2

Sony is working on a new Arc the Lad for the PS2, due this year in Japan. The game will feature 3D graphics, but will have a visual style more akin to the first two 2D chapters.

Atlus Takes Flight

Atlus plans to bring the amazingly stylish and addictive anime flight game Sky Gunner (previewed in *OPM* 51) to the U.S. this May. We'll have a full preview next issue.

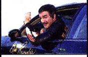
FEBRUARY CALENDAR

1 FRIDAY
- Count of Monte Cristo starring *Memento* alum Guy Pearce in theaters on the same day that Logitech releases its cordless PS2 controller.

5 TUESDAY
- *Alien* creator H.R. Giger turns 62 as State of Emergency, Commandos 2, Hidden Invasion, Herdy Gerdy, Evil Twin and ESPN NBA 2Night 2002 hit stores.

8 FRIDAY
- Seth Green celebrates his 28th birthday, and goes to see either Rollerball or Arnie flick Collateral Damage.

11 MONDAY
- The lovely Mrs. Pitt, Jennifer Aniston is 33, Sheryl Crow is 39, and Burt Reynolds is 66.



12 TUESDAY
- Abraham Lincoln would've been 193 today and would've got Maximo, Star Wars Racer Revenge and Caesar's Palace as gifts.

15 FRIDAY
- Simpsons creator Matt Groening is 48 and can celebrate by seeing either the hilarious Super Troopers or the sappy Peter Pan sequel Return to Never Land.

17 SUNDAY
- Jerry O'Connell turns 28, Rene Russo looks great for 48, Michael Jordan is 39, and the pouty Denise Richards hits 30.

18 MONDAY
- Dr. Dre celebrates his 37th birthday with Matt Dillon, who's 38, John Travolta, who's 48, and Yoko Ono, who's 69.

19 TUESDAY
- Seal is 39, but celebrates with World Tour Soccer 2002, No One Lives Forever, Worms Blast and Pac-Man Fever.

22 FRIDAY
- Drew Barrymore, now free of Tom Green, celebrates her 27th birthday alone. She goes to see The New Guy, then The Queen of the Damned and Dragonfly.

24 SUNDAY
- Apple head honcho Steve Jobs is 47 today, and Sen. Joe Lieberman is 60. Meanwhile Billy Zane turns 36.

26 TUESDAY
- Pac-Man World 2 and Trophy Bass hit stores.

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. Stop reading this now and go back to the big words, OK?

CANDYSTAND.com

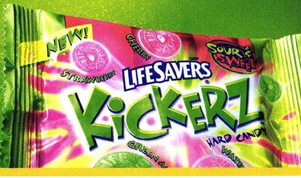
LIFE SAVERS

the troublemaker

He likes it sour. sun in your eye sour.
MONSTER WEDGIE SOUR.
and THEN, all of a sudden,
he goes SWEET ON YOU.

What gives.

We wanted them to be Life Savers.
They don't care what we want.


NEW!
CHERRY
STRAWBERRY
SOUR 'N SWEET
LIFESAVERS
KICKERZ
HARD CANDY
GREEN A
WATE

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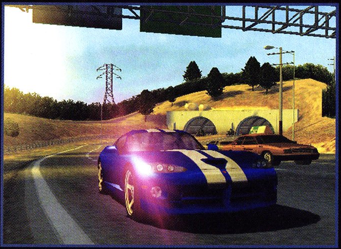
2 BALLS OF STEEL
1 REPUTATION AT STAKE...
Test



Xbox screen shots shown

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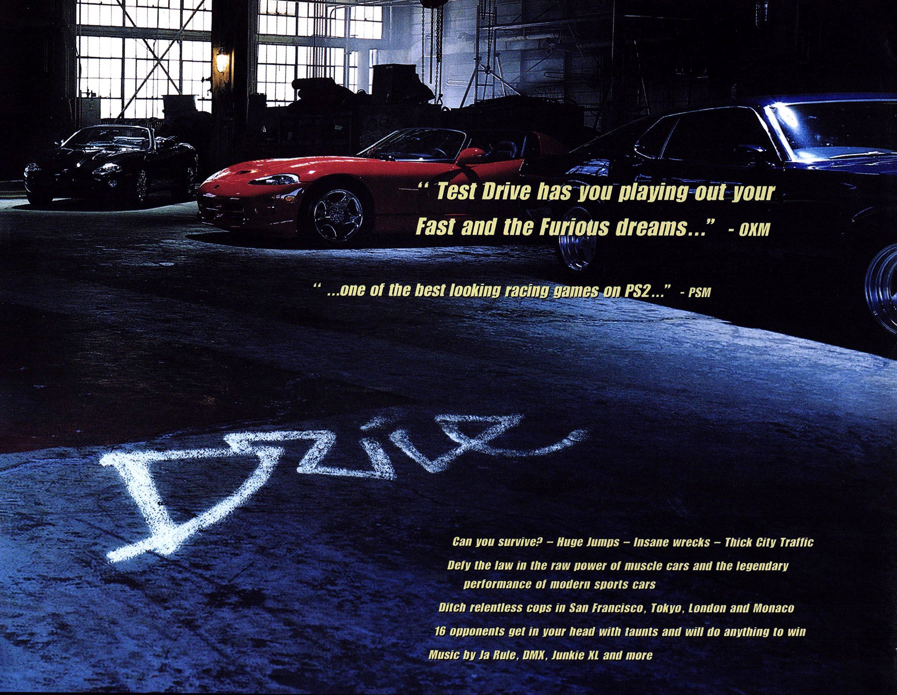

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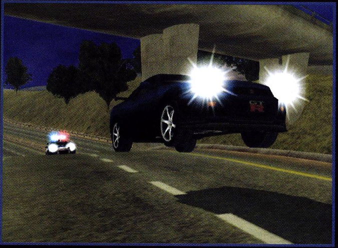

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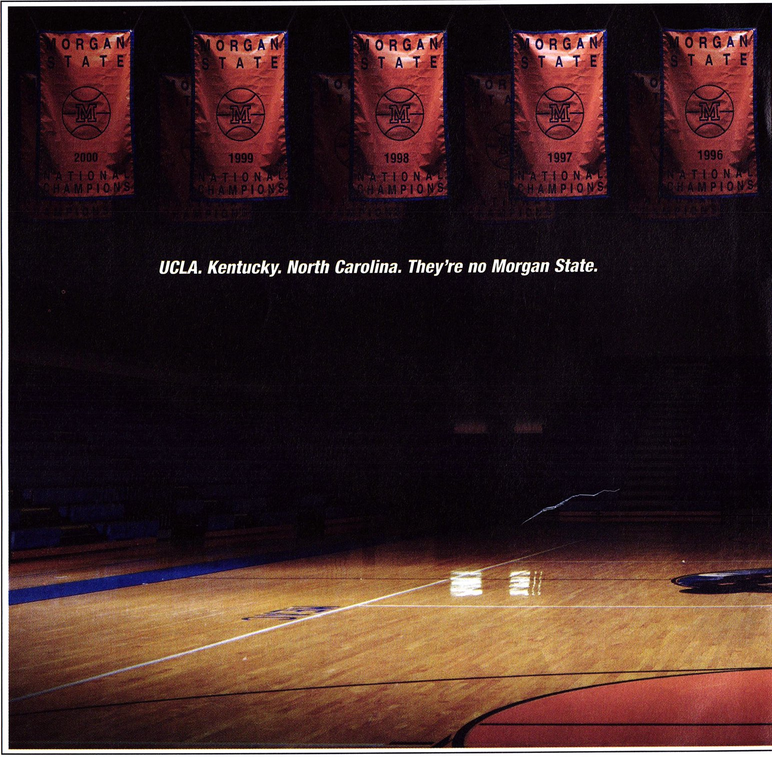
MORGAN STATE 2000 NATIONAL CHAMPIONS
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PlayStation®2

NCAA

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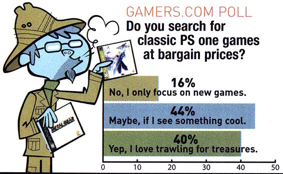


WHAT EVER HAPPENED TO...

The Final Fantasy Remakes

It sounded like a dream come true for any hardcore Final Fantasy fanatic: Back in January 2001, Square announced that it would remake all three PS one installments (VII, VIII and IX) for release on the PS2. Each DVD-based game would feature upgraded graphics, remastered sound effects and higher-resolution CG movies with 5.1 Dolby Digital sound. Although Square didn't set a specific release date, the games were expected to come out sometime before the end of 2001 (to help further hype up the PS2's first Final Fantasy game, naturally).

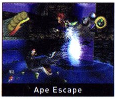
Which is why we started to worry about the status of the remakes when Final Fantasy character designer Tetsuya Nomura admitted to us back in May of last year that he had heard nothing of them even within Square. And when 2001 came to an end with still no word regarding the remakes, we knew something was amiss.

Sources inside Square recently told us that the remakes have been shuttled to the back burner. This is likely due to Square's desire to strengthen the brand by decreasing the number of Final Fantasy games hitting the market; that way, Square can focus its resources on future development. So for those of you looking forward to the remakes, don't expect to see them anytime soon. Let's hope that at some point Square does get around to rereleasing them, though. *OPM* was actually given a demonstration of FFVIII's movies on DVD, complete with 5.1 sound, and we were floored by how cool they looked and sounded.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

CHEAP THRILLS ON PS ONE

Why spend $40 for just one PS one game when you can score two or more for the same price? Try out the 15 budget games we found for sale on amazon.com, ebgames.com and gamestop.com.



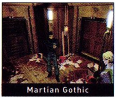
Ape Escape

Soul Reaver

Spider-Man

Tekken 3

Board Game: Top Shop



Martian Gothic

10 PS ONE GAMES FOR $20 OR LESS	Ape Escape	This awesome platformer makes use of the Dual Shock in creative ways.	●●●●●
	CTR: Crash Team Racing	The game that made kart racing cool. Nothing has ever matched its quality.	●●●●●
	Final Fantasy VII	The first PS one installment of Final Fantasy is still one of the best ever.	●●●●●
	Gran Turismo 2	The best racing game you'll find on the PS one, hands-down.	●●●●●
	Legacy of Kain: Soul Reaver	Visually stunning goth-action vampire romp with soul-sucking goodness.	●●●●◖
	Metal Gear Solid	With the sequel out on PS2, you don't want to fall behind, do you?	●●●●●
	Spider-Man	The best superhero game ever, featuring America's favorite webhead.	●●●●●
	Tekken 3	If you want to pick a fight, why not battle with the best of 'em?	●●●●●
	Tony Hawk's Pro Skater 2	The game that redefined the game that redefined video X games.	●●●●●
	WWF SmackDown! 2: Know Your Role	Infinite playability and attention to the he-men details make this a treat.	●●●●●
5 PS ONE GAMES FOR $10	Board Game: Top Shop	This fresh take on Monopoly will have you backstabbing your buds.	●●●●
	Darkstone	Pretty much a Diablo clone with so-so graphics, but a solid action/RPG.	●●●◖
	Martian Gothic: Unification	The story for this survival-horror game will have you hooked.	●●●◖
	Tomb Raider: The Last Revelation	Eidos had the revelation to make Chronicles, but they shouldn't have.	●●●●
	You Don't Know Jack!	The best game show in gaming, and maybe the best game show ever!	●●●●◖

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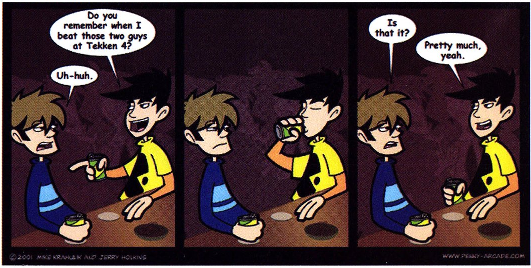

Do you remember when I beat those two guys at Tekken 4?
Uh-huh.
Is that it?
Pretty much, yeah.
©2001 Mike Krahulik and Jerry Holkins
www.penny-arcade.com

UP CLOSE WITH BRITNEY

Britney's everywhere. She hosted *Saturday Night Live* on Feb. 2. The next day her second Pepsi commercial aired during the Super Bowl. A few days after that she performed at the NBA All-Star game. The following week, her first movie, *Crossroads,* hit theaters. But it's a few weeks later—mid-March to be exact—that has us most excited. That's when her first video game hits stores. Even with her crazy schedule, we recently had a chance to sit down with the mega-pop star to talk a little Dance Beat.

So tell us, what's it feel like to have your own video game?
I think it's really cool! I've always loved video games since I was little—I never dreamed I would star in one though! I'm proud of the fact that the game is both cutting edge and fun to play. My little sister plays everything, so I'll have to make sure she likes it!

Did you have any ideas for things that you personally wanted to see in Dance Beat?
I wanted to make sure that the dance moves looked cool. But mostly, I just wanted to provide a fun video game experience for my fans. Now they can interact with the music, not just listen to it, which is cool.

PlayStation 2
BRITNEY'S
DANCE BEAT

Have you played with the interactive video technology being used in the game?
I hadn't seen the technology until I saw my video game and what was going into it. I think it's really cool and amazingly realistic! The choreography sequences are the real ones we do in the videos and on tour for those songs.

Dance Beat features a bunch of songs from your recent self-titled album. What's your feeling on these new songs versus your stuff from a few years ago?
I had more input on this album than on my others. I wrote most of the songs and feel it's a more mature album than the others. "Not A Girl"—my favorite song on the album—really describes the transitional phase I'm in right now and how my skills have matured.

We heard you also worked with your boy Justin Timberlake on some of the tracks. Were you nervous about that at all?
No! Justin and I have a really good working relationship as well as personal relationship. We are totally comfortable around each other. And he makes me laugh. So any initial butterflies disappeared right away.

Do you have a PS2?
Definitely, but my brother, Bryan, is the big gamer in the family. Every once in a while, I'll kick Justin's butt in a game, though I don't usually have a lot of time to play. But when my game comes out, I'll have to make sure I can beat everyone, or I'll never hear the end of it!

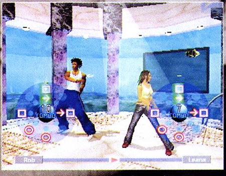
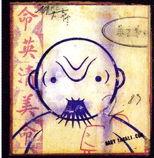


photo by John Reynoso/WireImage.com

GAME DEVELOPERS*

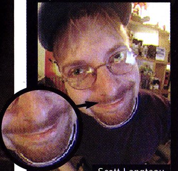


(*WITH MOUSTACHES)

Besides offering up some of the most intense first-person shooting action out there, EA's Medal of Honor games are widely praised for their well-developed and emotional stories. A close look at one of the creative forces behind the series can perhaps offer us a little insight as to why these stories are so good. Scott Langteau, associate producer on the original game and producer on both Underground and Frontline, studied at Pennsylvania's Villanova University and earned his masters in theater. After performing in a handful of professional productions in Philadelphia, Scott moved to L.A. to seek fame and fortune.

Scott ended up at Steven Spielberg's upstart studio DreamWorks Interactive, writing scripts for two children's titles. But in the years following, Langteau went on to work on a bunch of titles for DreamWorks and eventually earned a spot heading up the Medal of Honor games.

So now you know where Medal of Honor gets its dramatic sense: his moustache.



Scott Langteau

Games he's worked on:
Squad Commander (PC),
T'ai Fu (PS one), Medal of
Honor series (PS one)

Moustache Rating: 3.5

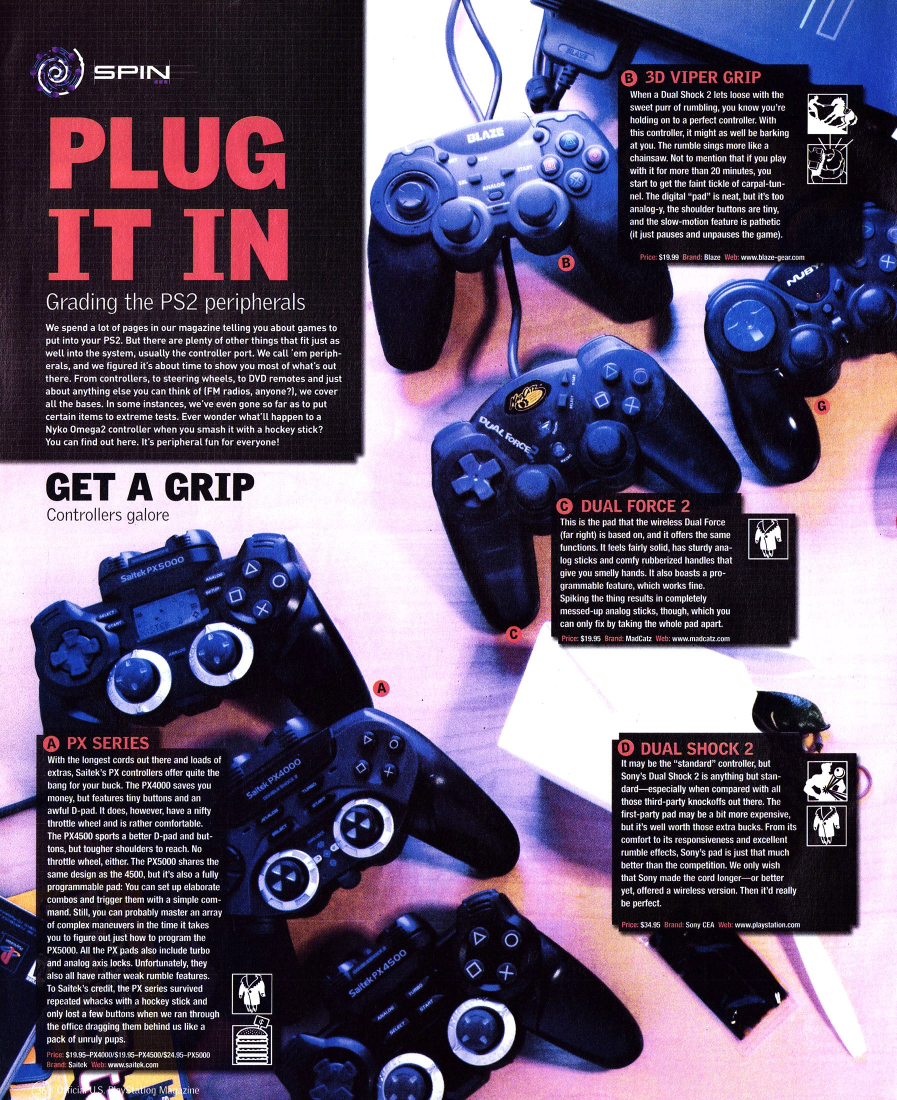
PLUG IT IN

Grading the PS2 peripherals

We spend a lot of pages in our magazine telling you about games to put into your PS2. But there are plenty of other things that fit just as well into the system, usually the controller port. We call 'em peripherals, and we figured it's about time to show you most of what's out there. From controllers, to steering wheels, to DVD remotes and just about anything else you can think of (FM radios, anyone?), we cover all the bases. In some instances, we've even gone so far as to put certain items to extreme tests. Ever wonder what'll happen to a Nyko Omega2 controller when you smash it with a hockey stick? You can find out here. It's peripheral fun for everyone!

GET A GRIP

Controllers galore



A PX SERIES

With the longest cords out there and loads of extras, Saitek's PX controllers offer quite the bang for your buck. The PX4000 saves you money, but features tiny buttons and an awful D-pad. It does, however, have a nifty throttle wheel and is rather comfortable. The PX4500 sports a better D-pad and buttons, but tougher shoulders to reach. No throttle wheel, either. The PX5000 shares the same design as the 4500, but it's also a fully programmable pad: You can set up elaborate combos and trigger them with a simple command. Still, you can probably master an array of complex maneuvers in the time it takes you to figure out just how to program the PX5000. All the PX pads also include turbo and analog axis locks. Unfortunately, they also all have rather weak rumble features. To Saitek's credit, the PX series survived repeated whacks with a hockey stick and only lost a few buttons when we ran through the office dragging them behind us like a pack of unruly pups.

Price: $19.95–PX4000/$19.95–PX4500/$24.95–PX5000
Brand: Saitek **Web:** www.saitek.com

B 3D VIPER GRIP

When a Dual Shock 2 lets loose with the sweet purr of rumbling, you know you're holding on to a perfect controller. With this controller, it might as well be barking at you. The rumble sings more like a chainsaw. Not to mention that if you play with it for more than 20 minutes, you start to get the faint tickle of carpal-tunnel. The digital "pad" is neat, but it's too analog-y, the shoulder buttons are tiny, and the slow-motion feature is pathetic (it just pauses and unpauses the game).

Price: $19.99 **Brand:** Blaze **Web:** www.blaze-gear.com

C DUAL FORCE 2

This is the pad that the wireless Dual Force (far right) is based on, and it offers the same functions. It feels fairly solid, has sturdy analog sticks and comfy rubberized handles that give you smelly hands. It also boasts a programmable feature, which works fine. Spiking the thing results in completely messed-up analog sticks, though, which you can only fix by taking the whole pad apart.

Price: $19.95 **Brand:** MadCatz **Web:** www.madcatz.com

D DUAL SHOCK 2

It may be the "standard" controller, but Sony's Dual Shock 2 is anything but standard—especially when compared with all those third-party knockoffs out there. The first-party pad may be a bit more expensive, but it's well worth those extra bucks. From its comfort to its responsiveness and excellent rumble effects, Sony's pad is just that much better than the competition. We only wish that Sony made the cord longer—or better yet, offered a wireless version. Then it'd really be perfect.

Price: $34.95 **Brand:** Sony CEA **Web:** www.playstation.com

CHOCOLATE
SPIDER-MAN
TURBO
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Durability
Throw them on the ground, pee on them, whatever—these guys continue to function.

Not Responsive
When a peripheral fails to respond as it should, you know you've got a serious problem.

Disfunction
No matter how much you polish these smelly turds, they simply continue to stink.

Comfort
Some peripherals fit so well in your hands that you just don't want to let go, no matter what.

Value
You usually get what you pay for in the case of peripherals—but a few bargains do exist.

F SPIDER-PAD

What have we here? A gimmick control pad that we can actually recommend? Excelsior! Basically just Naki's Rocker Pad-2 controller with a Spidey-themed coat of paint, the Spider-Pad (a similar X-Men controller also exists) acts as a heroic substitute for the Dual Shock, not feeling "cheap" and fitting comfortably within the palms of your hands. Relatively useless Turbo and Slow buttons clutter things up, but it all functions well—even after being slammed into the ground multiple times.

Price: $24.99 **Brand:** Naki **Web:** www.nakiusa.com

G BLACKHAWK2

To use the BlackHawk2 instead of a Dual Shock 2 is like drinking Pabst Blue Ribbon in lieu of Guinness: You can achieve your ultimate goal quite well with either, but the latter makes the experience much more enjoyable. And though the BlackHawk2 feels as cheap in your hands as its price tag would indicate, it does offer a program feature, allowing you to store up to an eight-button combo into its built-in memory. And even more extraordinary, the cheap plastic composing it is *tough* cheap plastic.

Price: $24.99 **Brand:** Nuby **Web:** www.nubyinteractive.com

E OMEGA2

If you simply must save five bucks, then Nyko's Omega2 is a decent option. It looks and feels cheaper than the Dual Shock 2, but does everything it's supposed to. You get a few extras too, like turbo (fairly useless), steering wheel mode (which doesn't work in all racing games), and a digital mode that doesn't let you use the D-pad in games that don't allow that option. Keep in mind, though, that when we hit it just once with a hockey stick, it immediately cleaved in half.

Price: $29.95 **Brand:** Nyko **Web:** www.nyko.com

H V-FORCE 2

If it weren't for the nice metallic color schemes of this controller line, it'd be even easier to figure out that it has nothing going for it. Besides the feeling that it might slip out of your hands or just float away from lightness, the buttons are hard to find. They're flat and oddly shaped, and all of them lead your thumb to the center of the four buttons where there's nothing to press. Also, the buttons feel too flimsy to be analog. It does feel comfortable—until you search for the miniscule shoulder buttons.

Price: $19.99 **Brand:** Gamester **Web:** www.radicagames.com

I FIRESTORM U-PAD

A quick look at the Firestorm U-Pad and you'll immediately notice its unique shape—it basically makes the controller bottom-heavy rather than top-heavy. At first, this proves distracting, if for no other reason than it being so different. Play with it for a couple minutes, though, and you quickly grow used to it, possibly even forgetting you're not really playing with a Sony pad. Still, don't count on pressure-sensitive buttons or a D-pad that's worth a damn. It's a fragile thing, too—don't spike it too often.

Price: $24.99 **Brand:** ThrustMaster **Web:** www.thrustmaster.com

J 900MHZ WIRELESS DUAL FORCE 2

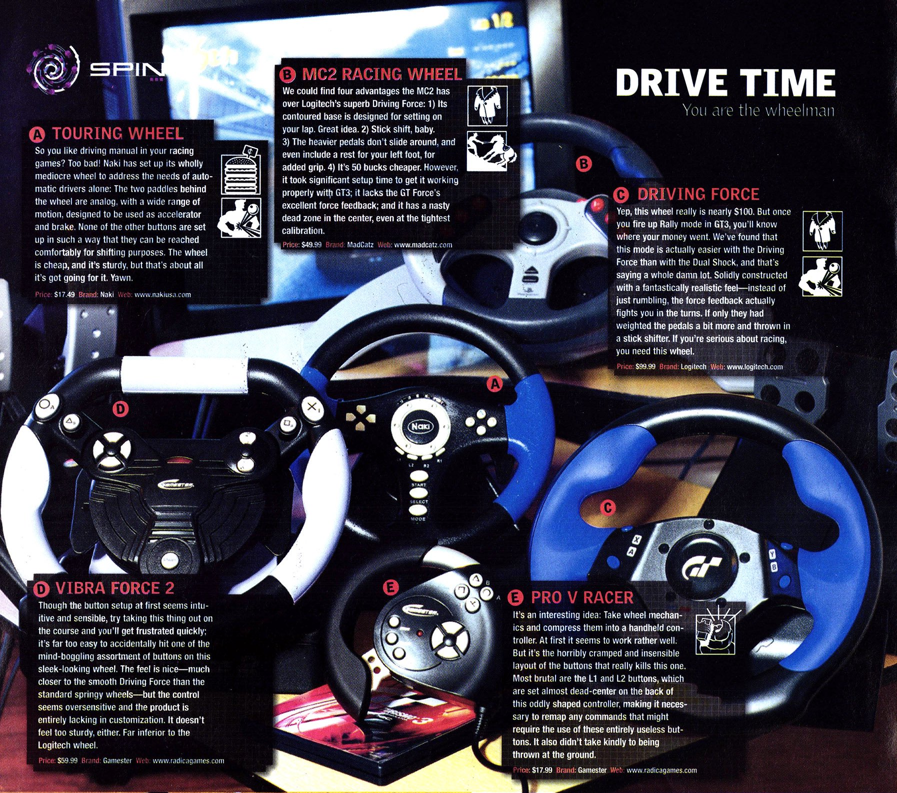
The price of this wireless controller far exceeds that of its wired brethren, and the integrated battery pack can get pretty hot after being set in its charger for a while. But aside from these marks against it, it's great. We wandered more than 30 feet away from a game of Pac-Man World 2 before things stopped working—and no one needs to play that far away. Just don't spike it too hard—the analog sticks get messed up and stop working altogether.

Price: $59.99 **Brand:** MadCatz **Web:** www.madcatz.com

All photography by Bob Stefko

DRIVE TIME

You are the wheelman



A TOURING WHEEL

So you like driving manual in your racing games? Too bad! Naki has set up its wholly mediocre wheel to address the needs of automatic drivers alone: The two paddles behind the wheel are analog, with a wide range of motion, designed to be used as accelerator and brake. None of the other buttons are set up in such a way that they can be reached comfortably for shifting purposes. The wheel is cheap, and it's sturdy, but that's about all it's got going for it. Yawn.

Price: $17.49 Brand: Naki Web: www.nakiusa.com

B MC2 RACING WHEEL

We could find four advantages the MC2 has over Logitech's superb Driving Force: 1) Its contoured base is designed for setting on your lap. Great idea. 2) Stick shift, baby. 3) The heavier pedals don't slide around, and even include a rest for your left foot, for added grip. 4) It's 50 bucks cheaper. However, it took significant setup time to get it working properly with GT3; it lacks the GT Force's excellent force feedback; and it has a nasty dead zone in the center, even at the tightest calibration.

Price: $49.99 Brand: MadCatz Web: www.madcatz.com

C DRIVING FORCE

Yep, this wheel really is nearly $100. But once you fire up Rally mode in GT3, you'll know where your money went. We've found that this mode is actually easier with the Driving Force than with the Dual Shock, and that's saying a whole damn lot. Solidly constructed with a fantastically realistic feel—instead of just rumbling, the force feedback actually fights you in the turns. If only they had weighted the pedals a bit more and thrown in a stick shifter. If you're serious about racing, you need this wheel.

Price: $99.99 Brand: Logitech Web: www.logitech.com

D VIBRA FORCE 2

Though the button setup at first seems intuitive and sensible, try taking this thing out on the course and you'll get frustrated quickly; it's far too easy to accidentally hit one of the mind-boggling assortment of buttons on this sleek-looking wheel. The feel is nice—much closer to the smooth Driving Force than the standard springy wheels—but the control seems oversensitive and the product is entirely lacking in customization. It doesn't feel too sturdy, either. Far inferior to the Logitech wheel.

Price: $59.99 Brand: Gamester Web: www.radicagames.com

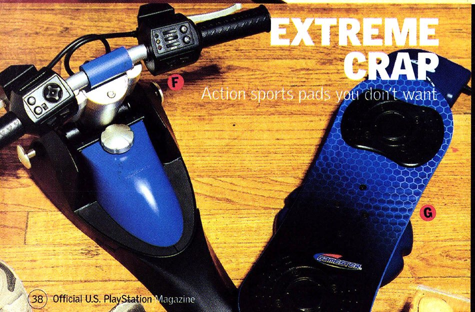
E PRO V RACER

It's an interesting idea: Take wheel mechanics and compress them into a handheld controller. At first it seems to work rather well. But it's the horribly cramped and insensible layout of the buttons that really kills this one. Most brutal are the L1 and L2 buttons, which are set almost dead-center on the back of this oddly shaped controller, making it necessary to remap any commands that might require the use of these entirely useless buttons. It also didn't take kindly to being thrown at the ground.

Price: $17.99 Brand: Gamester Web: www.radicagames.com

EXTREME CRAP

Action sports pads you don't want



F FREESTYLER BIKE

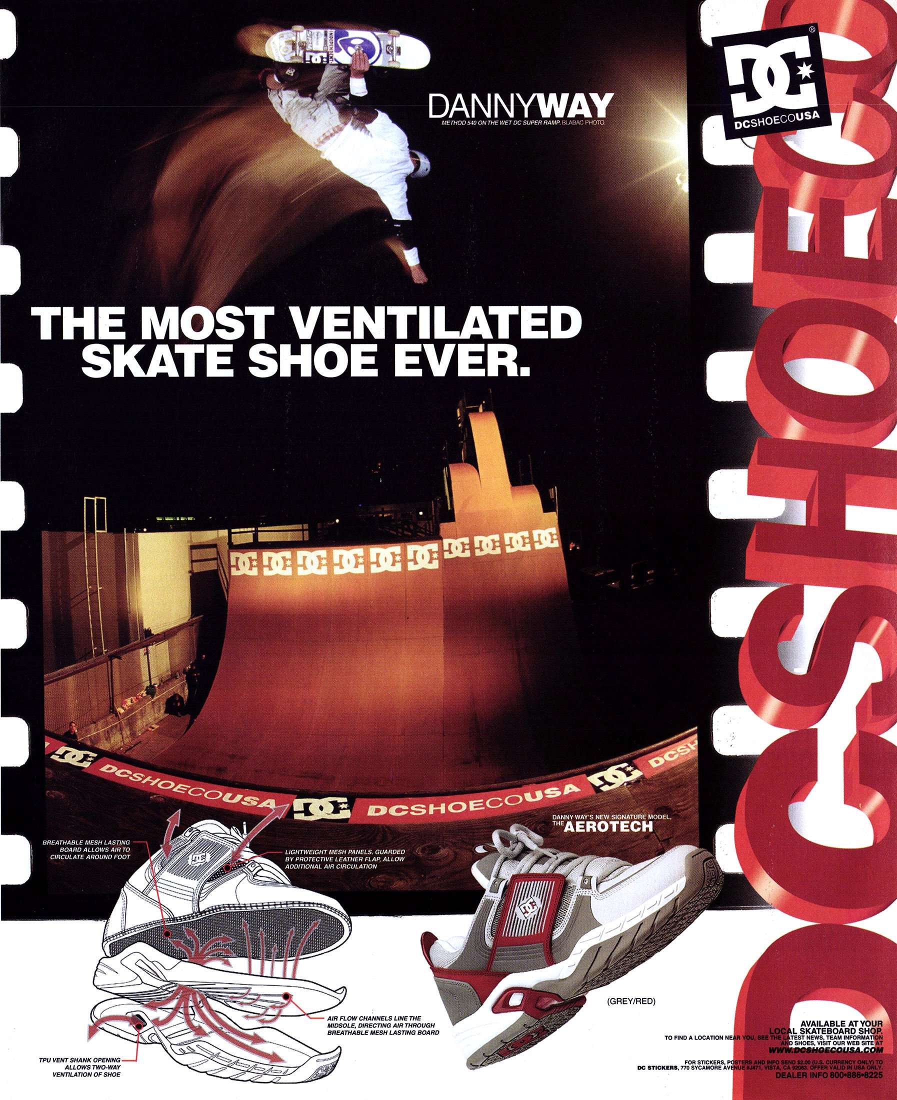
Price: $69.99 Brand: ThrustMaster Web: www.thrustmaster.com

It's somewhat ironic that the weakest part of the so-called "FreeStyler Bike" is that it only makes performing freestyle tricks in biking games significantly harder. Just try holding down the throttle as you attempt to press a trick button, plus perform the proper combos on the subpar D-pad. No easy task. Motocross games also become a bit more challenging in that you can't follow your instinct to pull the controller back or forward when you take off and land, once again having to depend on the D-pad to pull off such an essential part of gameplay. It works fine for straight driving—but there's a lot more to racing bikes than that.

G SPORTSBOARD

Price: $34.99 Brand: Gamester Web: www.radicagames.com

Gamester's Sportsboard declares that it gives "the unfair advantage," which is accurate if you're referring to the player who's not standing on it. For the person who is standing on this tiny hard-to-balance-on piece of junk, good luck going straight—let alone pulling off any sort of audacious maneuvers...like turning. Better yet, the box for this waste is primed with quotes like, "...the ultimate board controller," and "...great for the Xtreme sports games." Let's all guess which Gamester employee spouted off these lies to keep his job. Avoid this at all costs.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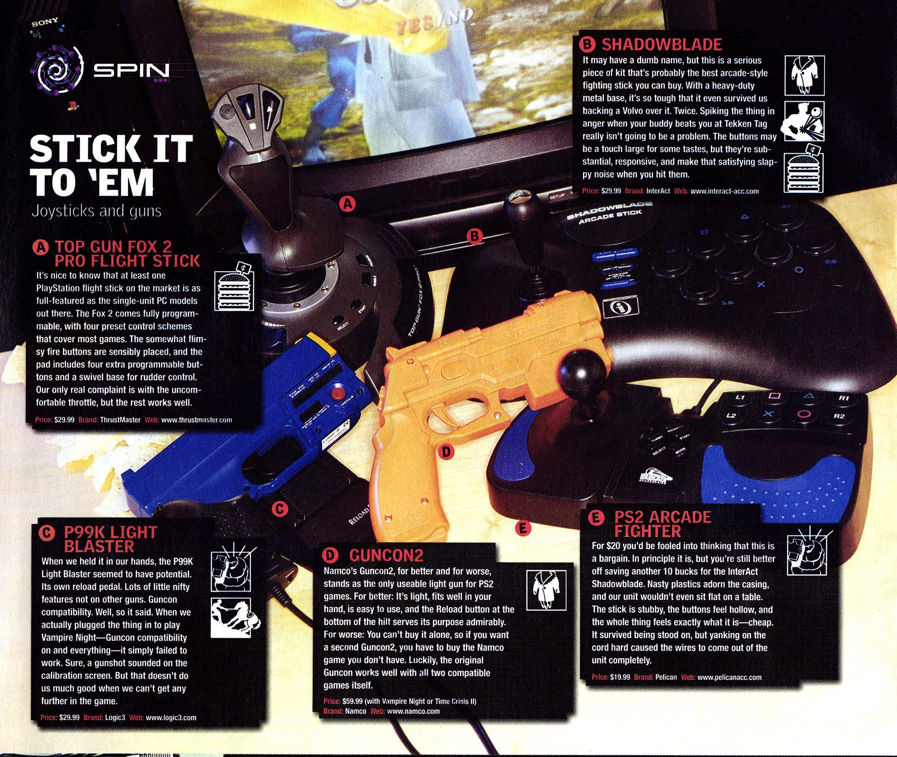


STICK IT TO 'EM

Joysticks and guns

A TOP GUN FOX 2 PRO FLIGHT STICK

It's nice to know that at least one PlayStation flight stick on the market is as full-featured as the single-unit PC models out there. The Fox 2 comes fully programmable, with four preset control schemes that cover most games. The somewhat flimsy fire buttons are sensibly placed, and the pad includes four extra programmable buttons and a swivel base for rudder control. Our only real complaint is with the uncomfortable throttle, but the rest works well.

Price: $29.99 Brand: ThrustMaster Web: www.thrustmaster.com

B SHADOWBLADE

It may have a dumb name, but this is a serious piece of kit that's probably the best arcade-style fighting stick you can buy. With a heavy-duty metal base, it's so tough that it even survived us backing a Volvo over it. Twice. Spiking the thing in anger when your buddy beats you at Tekken Tag really isn't going to be a problem. The buttons may be a touch large for some tastes, but they're substantial, responsive, and make that satisfying slappy noise when you hit them.

Price: $29.99 Brand: InterAct Web: www.interact-acc.com

C P99K LIGHT BLASTER

When we held it in our hands, the P99K Light Blaster seemed to have potential. Its own reload pedal. Lots of little nifty features not on other guns. Guncon compatibility. Well, so it said. When we actually plugged the thing in to play Vampire Night—Guncon compatibility on and everything—it simply failed to work. Sure, a gunshot sounded on the calibration screen. But that doesn't do us much good when we can't get any further in the game.

Price: $29.99 Brand: Logic3 Web: www.logic3.com

D GUNCON2

Namco's Guncon2, for better and for worse, stands as the only useable light gun for PS2 games. For better: It's light, fits well in your hand, is easy to use, and the Reload button at the bottom of the hilt serves its purpose admirably. For worse: You can't buy it alone, so if you want a second Guncon2, you have to buy the Namco game you don't have. Luckily, the original Guncon works well with all two compatible games itself.

Price: $59.99 (with Vampire Night or Time Crisis II)
Brand: Namco Web: www.namco.com

E PS2 ARCADE FIGHTER

For $20 you'd be fooled into thinking that this is a bargain. In principle it is, but you're still better off saving another 10 bucks for the InterAct Shadowblade. Nasty plastics adorn the casing, and our unit wouldn't even sit flat on a table. The stick is stubby, the buttons feel hollow, and the whole thing feels exactly what it is—cheap. It survived being stood on, but yanking on the cord hard caused the wires to come out of the unit completely.

Price: $19.99 Brand: Pelican Web: www.pelicanacc.com

I
F
H
G
SONY
PS2

ODDITIES

Stuff you've never thought of...most of which sucks

F VERTICAL TOWER

Nyko's Vertical Tower not only supports your vertical PS2, but features a compartment for three memory cards and six pop-open slots that can store up to 12 games at a time. But what about the pretty cases for PS2 games? What are you going to do with those if you purchase this? Still, the Vertical Tower is nicer than the $15 Sony stand that doesn't have any storage space.

Price: $19.99 Brand: Nyko Web: www.nyko.com

G XTREME FM

With Xtreme FM, now you can listen to the radio while playing your PS2! Yes. It's true. While this may seem like a complete waste of money since you already have at least three radios in your home, you'll soon realize...you're completely right! While a strong product overall, it simply makes no sense. If you're at risk of spending $30 on this, consider sending it to NPR instead.

Price: $29.99 Brand: InterAct Web: www.interact-acc.com

H INSTINCT: FINGER DANCE REVOLUTION

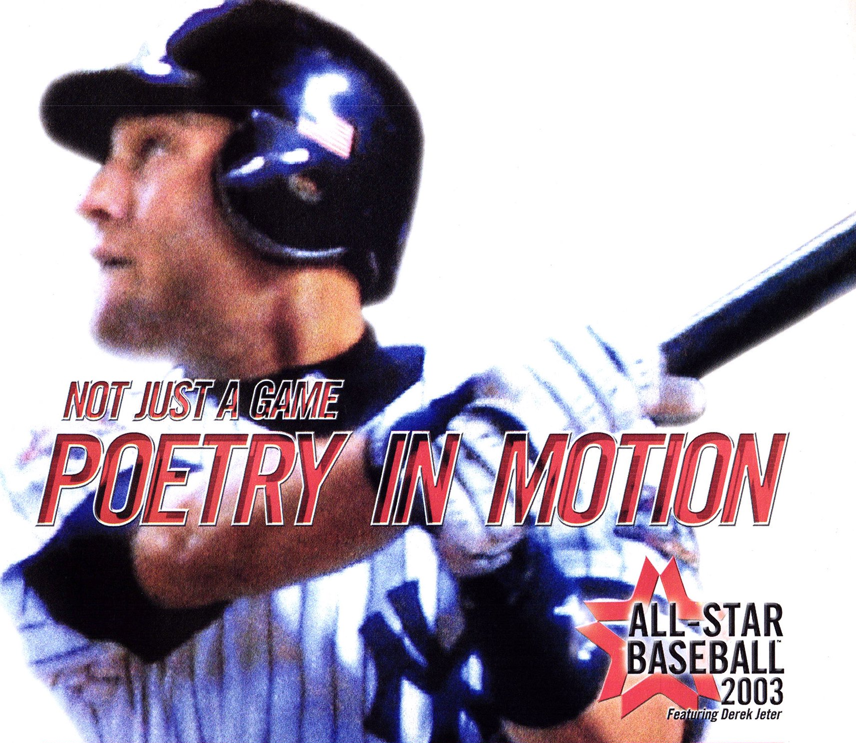
Sort of a Tech Deck for Dance Dance Revolution and the like, the Instinct pad emulates Naki's full-size dance pad (identical to Konami's, only with Triangle and Square buttons) at roughly 4-by-3.5 inches. But since you never actually look down at the pad when you use it, it's easy to misjudge how far each button is from the other. You're better off just using a controller if you're too lazy to bring out a real dance pad. Still, DDR fanatics might enjoy it as a somewhat expensive collectible to display on their desks. Otherwise, don't even bother.

Price: $11.99 Brand: naki Web: www.nakiusa.com

I VIDEO GAME ENHANCER

Very much aimed at those with old and crappy TVs, the VGE effectively acts as a kind of "amplifier" for brightness and contrast levels. By boosting the levels of what goes into your TV, it goes beyond what the basic controls on your TV provide. If you have a newer screen, this really isn't the product for you—but if Devil May Cry looks entirely black on your TV, this thing will actually fix it.

Price: $39.99 Brand: NuWave Web: nuwaveinc.com

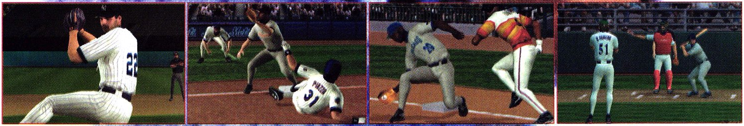


NOT JUST A GAME

POETRY IN MOTION

ALL-STAR BASEBALL™ 2003

Featuring Derek Jeter



- The most realistic player representations ever with 3-D Cyberscan technology
- New Franchise mode: build and play your favorite teams
- All-new Expansion Play: add Major League Baseball® cities, stadiums and teams
- First-ever in-game trading cards: collect, trade and unlock cheats
- **National Baseball Hall of Fame™** teams: Mike Schmidt, Reggie Jackson and Yogi Berra
- Exclusive 3-man broadcast booth: Bob Brenly, Thom Brennaman and Steve Lyons

EVERYONE E CONTENT RATED BY ESRB

PlayStation®2 GAME BOY ADVANCE NINTENDO GAMECUBE XBOX

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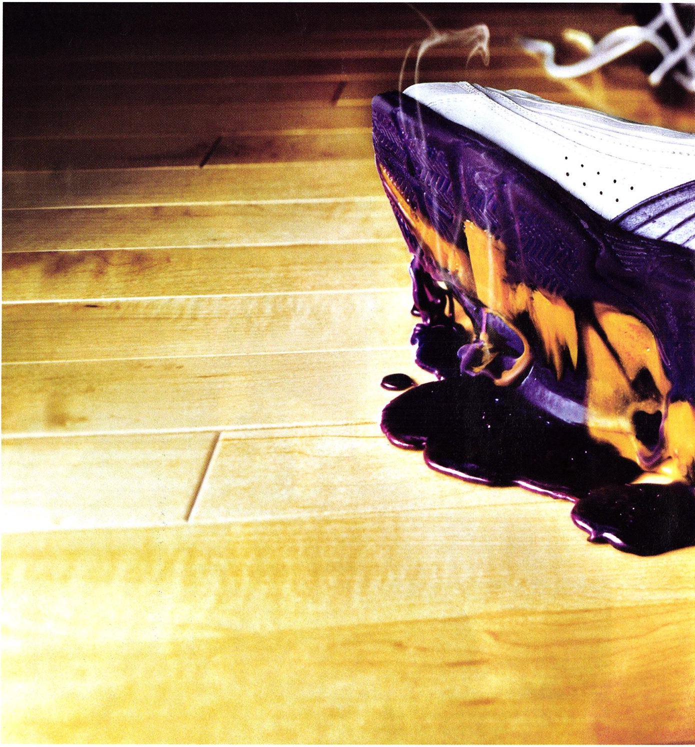
Acclaim SPORTS **WHERE THE STARS PLAY**

ACCLAIMSPORTS.COM



Someone call the janitor, the hardwood is about to get messy. Kick your game into high gear with 18 one-touch player controls including pump fakes, screens, auto defend, signature dribbles and moves. Run with the team of your choice or create your own player and see how you match up against the NBA's best. Oh, and tell that guy to bring a buffer and some extra wax, rubber doesn't come up easy.

nba.com

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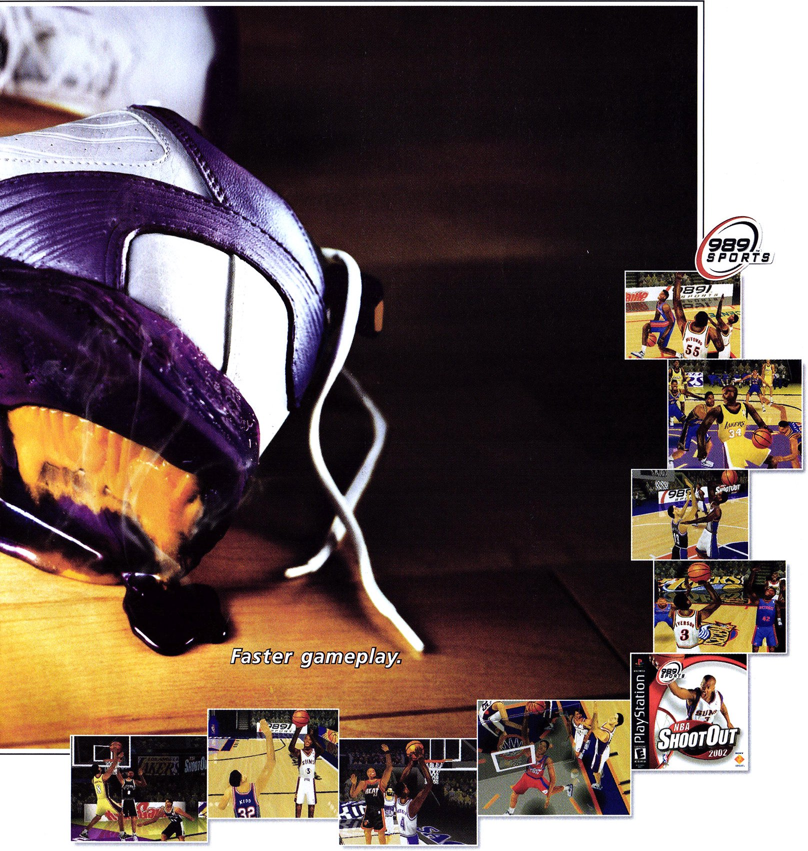
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Faster gameplay.
PlayStation
989 SPORTS
NBA SHOOTOUT 2002

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www.989sports.com

EVERYONE
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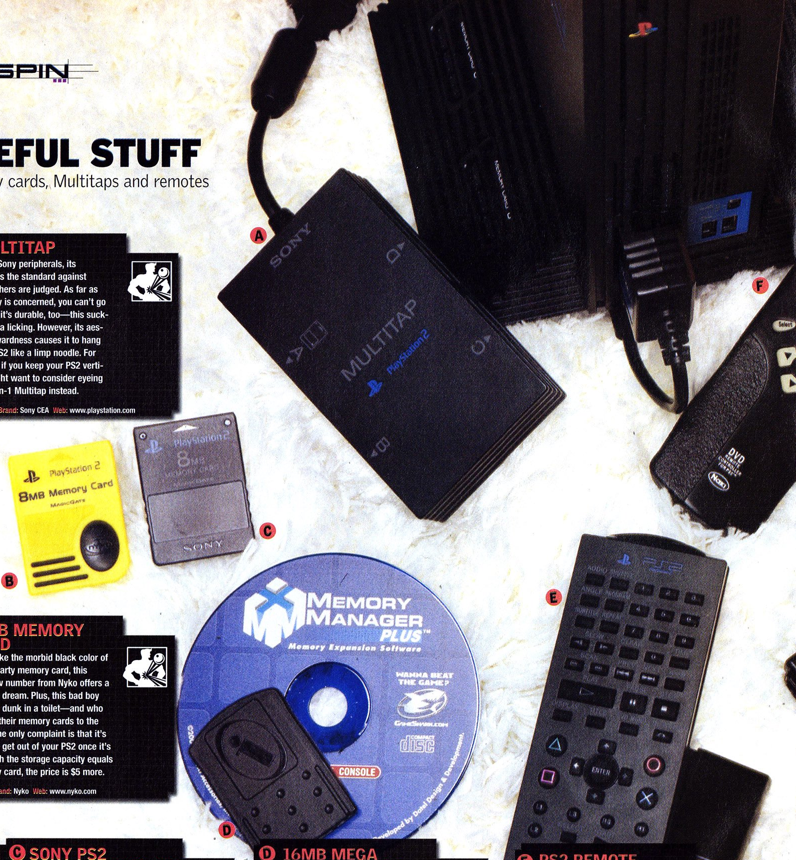
CONTENT RATED BY
ESRB

USEFUL STUFF

Memory cards, Multitaps and remotes


A
SONY
MULTITAP
PlayStation 2
F
DVD REMOTE CONTROLLER FOR PS2
Nyko
B
PlayStation 2
8MB Memory Card
MagicGate
C
PlayStation 2
8MB
MEMORY CARD
SONY
MEMORY MANAGER PLUS™
Memory Expansion Software
WANNA BEAT THE GAME?
GameShark.com
COMPACT disc
CONSOLE
Developed by Datel Design & Development.
D
E
ENTER

A MULTITAP

As with all Sony peripherals, its Multitap sets the standard against which all others are judged. As far as functionality is concerned, you can't go wrong. And it's durable, too—this sucker can take a licking. However, its aesthetic awkwardness causes it to hang out of the PS2 like a limp noodle. For this reason, if you keep your PS2 vertical, you might want to consider eyeing the Naki 3-in-1 Multitap instead.

Price: $34.99 **Brand:** Sony CEA **Web:** www.playstation.com

B 8 MB MEMORY CARD

If you don't like the morbid black color of Sony's first-party memory card, this canary-yellow number from Nyko offers a pastel lover's dream. Plus, this bad boy can survive a dunk in a toilet—and who doesn't take their memory cards to the bathroom? The only complaint is that it's a bit tough to get out of your PS2 once it's in. And though the storage capacity equals the first-party card, the price is $5 more.

Price: $39.99 **Brand:** Nyko **Web:** www.nyko.com

C SONY PS2 MEMORY CARD 8MB

Sony's smoky black memory card reigns supreme above others. It slips without fail into and out of the PS2 (unlike some of the third-party cards) and, most importantly, holds onto the files you save. And when we say that, we mean it: When we threw ours at a wall at a blazing 62 miles per hour, our precious saves of Godai, Aqua Aqua and GameDay weren't even phased.

Price: $34.99 **Brand:** Sony CEA **Web:** www.playstation.com

D 16MB MEGA MEMORY CARD

You may think you get 16 MB for less than the price of 8 with this memory card—but you don't. You actually get 0 MB for the price of 7.5. This card is a hunk of garbage. While it sounds like a bargain, it simply doesn't work—except as a one-time dart. It also perfectly balances an uneven table. It tastes awful, though, so don't even think about making up your money by eating it.

Price: $29.99 **Brand:** InterAct **Web:** www.interact-acc.com

E PS2 REMOTE CONTROLLER DVD KIT

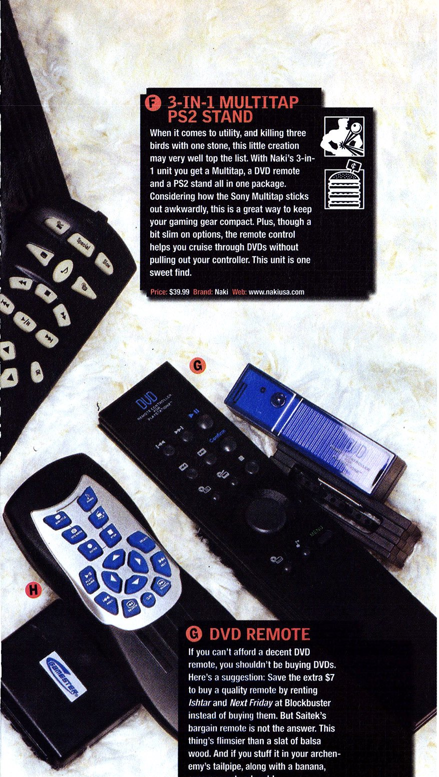
If you want the latest DVD functionality, buy this remote. Despite its small buttons, it not only updates your DVD drivers to accommodate for DVDs like *Rush Hour 2*, but you can also now fast forward more quickly and view multiple angles in certain films. Plus, it can handle a couple of six-foot drops onto concrete. This is a must-own for DVD fans dependent on their PS2.

Price: $19.99 **Brand:** Sony CEA **Web:** www.playstation.com

F 3-IN-1 MULTITAP PS2 STAND

When it comes to utility, and killing three birds with one stone, this little creation may very well top the list. With Naki's 3-in-1 unit you get a Multitap, a DVD remote and a PS2 stand all in one package. Considering how the Sony Multitap sticks out awkwardly, this is a great way to keep your gaming gear compact. Plus, though a bit slim on options, the remote control helps you cruise through DVDs without pulling out your controller. This unit is one sweet find.

Price: $39.99 **Brand:** Naki **Web:** www.nakiusa.com



G DVD REMOTE

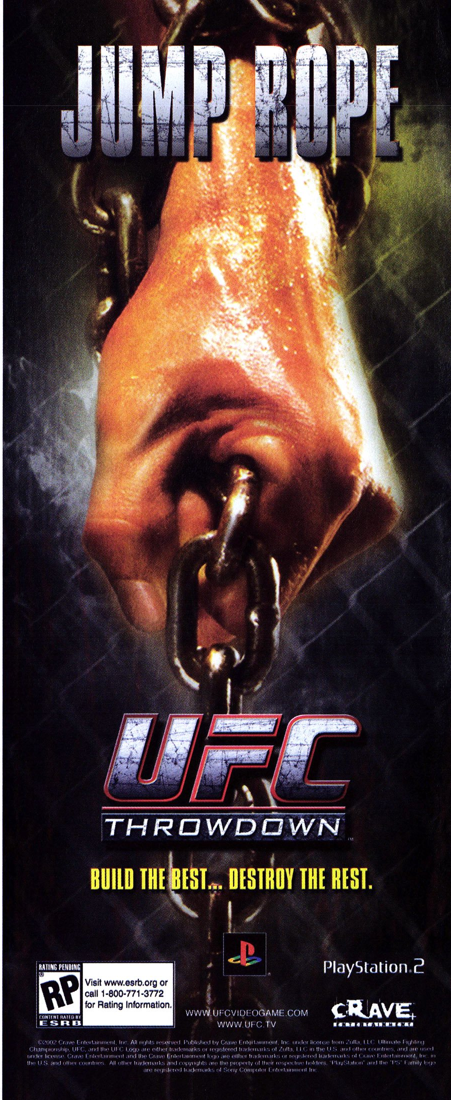
If you can't afford a decent DVD remote, you shouldn't be buying DVDs. Here's a suggestion: Save the extra $7 to buy a quality remote by renting *Ishtar* and *Next Friday* at Blockbuster instead of buying them. But Saitek's bargain remote is not the answer. This thing's flimsier than a slat of balsa wood. And if you stuff it in your archenemy's tailpipe, along with a banana, everyone gets a laugh!

Price: $12.95 **Brand:** Saitek **Web:** www.saitek.com

H GAMESTER DVD REMOTE

This remote was made for a person with needles for fingers and a hand the size of a child. It's way too small, and the 17 buttons are within two square inches. Who's the tiny-fingered genius that put this mini-remote together? Because it stinks. It does have a pass-through, which means you can put a controller in the slot where the remote sensor sits. But then again, so do most others out there.

Price: $9.99 **Brand:** Gamester **Web:** www.radicagames.com



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MAD ATTITUDE

OPM chats with Mad Trix's Jonny Moseley about influences, the Olympics and his worst bail

photos by Cooper Schell

What motivated you to become a skier?
I didn't have a choice. My brothers and my dad, we started skiing when we were young, and I didn't even know I "skied" until I was 12. I loved it at first because of the speed and the jumps. As I got older, I realized how cool the culture was and how many friends I had in skiing. As I started to get better and win, it became more of a competitive endeavor. I remember being in school, always thinking about skiing during the week—doing my homework just so I could ski all weekend.

Who were your biggest influences?
My first big influences in skiing were the only people I knew: my brothers, Rick and Jeff. Since then I've had a slew of different mentors, starting with local people from Squaw Valley [Calif.]. The only famous person that I really paid attention to was Bill Johnson. In the first Olympics I remember watching, in 1984, he put on an incredible performance. That really stuck in my mind. And then all the cast of the movie *Hot Dog*. One of those guys, Dan Herbie, was my coach on the freestyle team at Squaw Valley. A couple of the other guys did a lot of the stunts for that movie, so I paid attention to them.

By the time I was 15, I was out there with my buddy making extreme videos, jumping off cliffs. I've just had a ton of inspiration over the years but most of them have been friends, teammates or brothers.

What are the biggest challenges you've faced as a skier?
The hardest thing was trying to balance normal life, school and skiing. When I didn't qualify for the '94 Olympics it made me work harder. The only time I've really ever been discouraged was after '98 and winning the Olympics. I knew I wanted to ski but I felt like it was just so far until the next Olympics. That's when skiing became so much more than just skiing. It became this whole burden of a lifestyle that I now love. It took me a while to get used to going from being a skier to being a celebrity skier. It was hard at first. I'd be standing at the top of a hill in a park, and I didn't feel like I could go off and be silly. At least that's what I thought. That wore on me. Then after awhile, I realized I can do what I want. Ever since then, it's been great.

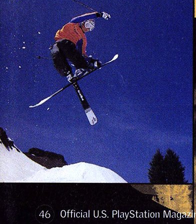
How do you feel about being on the cover of the first skiing game on the PS2?
I'm pretty psyched. I feel an obligation to put the best effort toward it. To help make it good. For the whole sake of skiing. Otherwise, my skiing friends might beat me up.

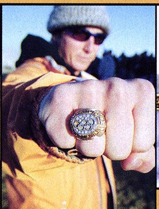
Are you into video games?
I've always played, since all my friends do it all the time. But since I have a PS2, I play even more. I mostly play snowboarding games.

What's difficult about Olympic training?
It's tough to mentally persevere through the end of the workouts when you feel like you can't go on anymore. My vision to win gets fuzzy because I feel like I just did this. Why am I doing this again? I have to play this mental tennis match. I will literally be midway through a drill where I'm jumping over boxes or doing something that hurts my lungs or my legs and my mind will start breaking down and I have to combat that mentally. That's the hardest part: finding motivation and trying to get myself to rock bottom where I don't have an ego and I don't think about anything I've done before. I try to erase everything I feel is owed to me. It's hard to start at rock bottom again so you can go back to the Olympics.

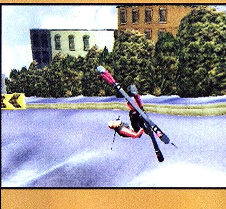
> **"By the time I was 15, I was out there with my buddy making extreme videos, jumping off cliffs."**

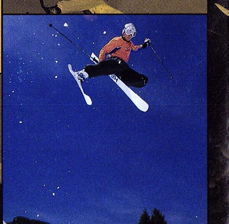
So, Jonny, we imagine you've beaten up your body plenty over the years. Do you have any interesting stories?
In the X-Games at Crested Butte [Colo.], the landing of the jump was super icy. I was doing the Dinner Roll on a new pair of skis that I was testing for my previous sponsor. The tails were really soft, so every time I landed they would spin out and throw me on my ass. The landing hill sloped off to the right, and with the ice I couldn't slow down. I slid into the fencing on the side of the course, and took out three two-foot by two-foot posts with my lower back. I ended up placing second, but my back blew up into a massive hematoma. I had another event the next week and I could barely move, so we tried draining it. All that came out was this thick, black sludge. I have it on video. It was gross.





Moseley scored the gold medal in moguls at the '98 Winter Olympics in Nagano, Japan.





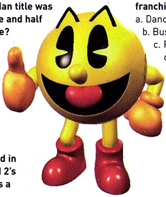
PLAYSTATION APTITUDE TEST

1. Sphere Theater : Final Fantasy X :: __________ : Lunar: Silver Star Story Complete
a. Magic Mirror
b. Rememberizer
c. Alex's Acorn
d. Oval Theater

2. What does FFX hero Tidus's name mean when you translate it from Okinawan to English?
a. Sun
b. Moon
c. Tides
d. Rain

3. Hedy Burress (the actress who voiced Yuna in FFX) and Angelina Jolie (Lara Croft, duh!) both appeared topless in what film?
a. *Gia*
b. *Foxfire*
c. *Hackers*
d. *Cyborg 2*

4. Winner of the 1998 Gold Medal in Moguls, the Mad Trix cover athlete spells his name how?
a. Jonny Mosley
b. Johnny Moseley
c. Jonny Moseley
d. Johnny Mosley



5. Which Pac-Man title was half video game and half pinball machine?
a. Super Pac-Man
b. Pac-Man Deluxe
c. Baby Pac-Man
d. Pac-Family

6. Which old Pac-game found in Pac-Man World 2's arcade features a better-looking, updated version of the game that's otherwise basically the same thing?
a. Pac-Man
b. Ms. Pac-Man
c. Pac-Mania
d. Pac-Attack

7. What year was the Atari 2600 E.T. game released?
a. 1980
b. 1981
c. 1982
d. 1983

8. When Atari's E.T. game turned out to be a total flop, where did the surplus stock of cartridges end up?
a. The Gulf of Mexico
b. Alamogordo, New Mexico
c. Mexico City, Mexico
d. Funcoland

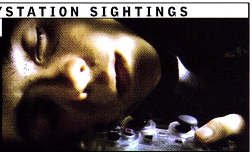
9. Britney's Dance Beat is based on the gameplay engine of which PS one franchise?
a. Dance Dance Revolution
b. Bust-A-Groove
c. Parasite Eve
d. Tomba!

10. Which game does Virtua Fighter 4 director Yu Suzuki aim to best with his game?
a. Tekken 4
b. Dead or Alive 3
c. Soul Calibur
d. Arc the Lad Collection

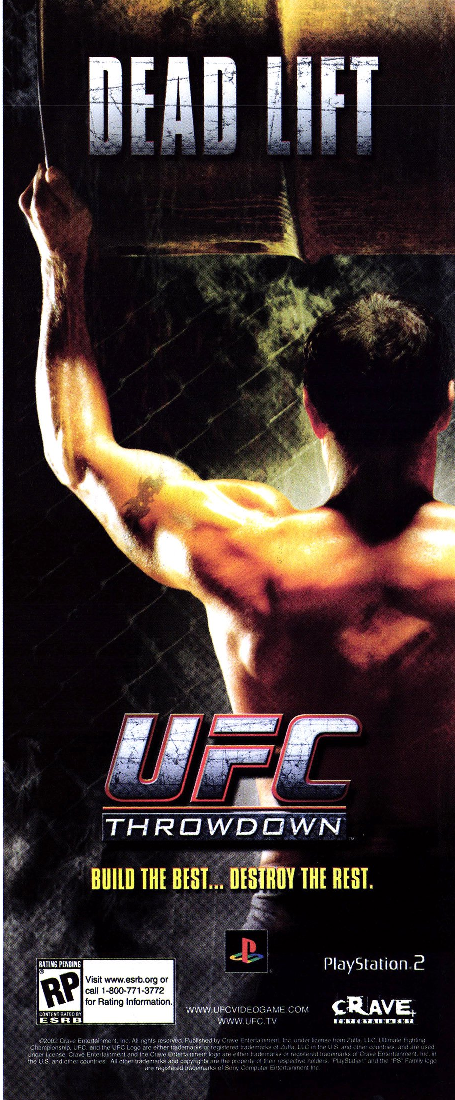
Answers
1.b **2.**a **3.**b **4.**c **5.**c
6.d **7.**d **8.**b **9.**b **10.**c

PLAYSTATION SIGHTINGS

Big Fat Liar, Universal,
in theaters now



The trailer to Universal's new release, *Big Fat Liar*, begins with Jason Shepherd (Frankie Muniz) asleep after apparently having spent the night glued to ATV Offroad Fury. He's got other things on his mind than unlocking the Raptor, though, after movie producer Marty Wolf (Paul Giamatti) steals a story that Jason wrote for school and proceeds to turn it into a blockbuster. Other things on his mind, like revenge...



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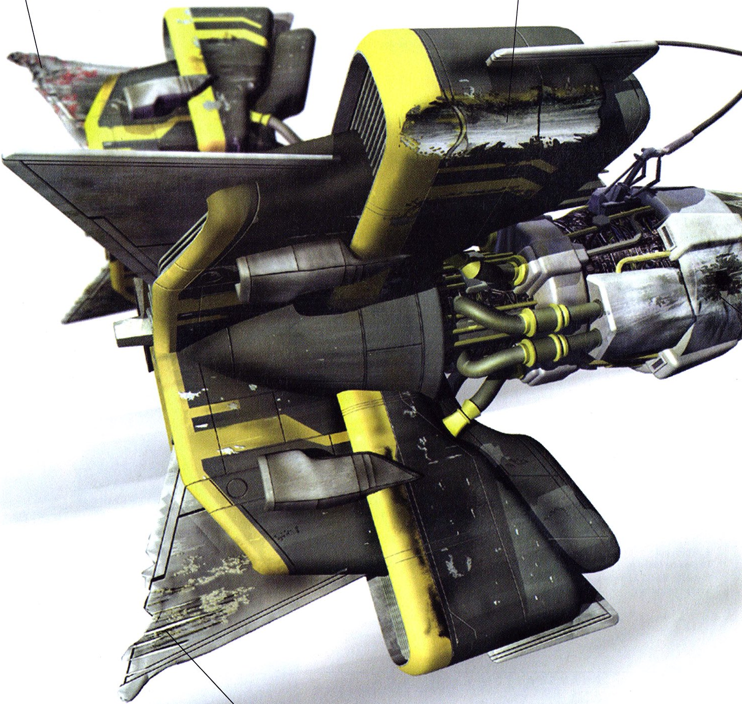

Swapping paint with Skywalker,
Tatooine.

Shrapnel impact at 600+mph,
Mon Calamari.

Turbo-boost slice between canyon wall and Oud Bolt,
Sullust.

PlayStation 2

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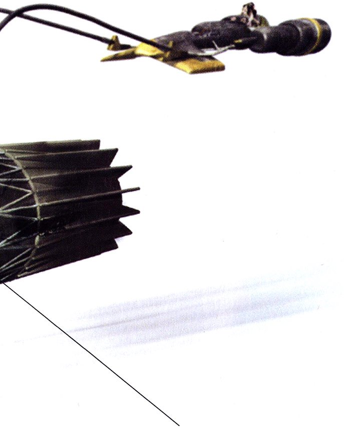
THE ANATOMY OF SPEED.

IT'S A FIGHT TO THE FINISH AT
600MPH. GO HEAD-TO-HEAD AGAINST
18 OF THE GALAXY'S MOST AGGRESSIVE
PODRACERS. WITH 14 HARROWING TRACKS
ON 5 WORLDS, FACE TERRIFYING
CHALLENGES AT EVERY TURN.
GOT THE GUTS TO GO FOR IT?



Tusken Raider target practice,
Badlands.

LAP 1/3
TIME 1:14.50
LEAD 0:11.35
HITS 11
POS 8/8
352
TEMP

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rainbow™ STUDIOS

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence

LUCAS Arts

Official *Star Wars* Web Site
www.starwars.com

Lunar Gets Rereleased

Due to popular demand, Working Designs has rereleased Lunar: Silver Star Story Complete. This time around, though, the game discs feature art from big-time Lunar fan Armen Madirossian.

JOHN SCALZI

ARE PARENTS WHAT THEY USED TO BE?

I got some interesting feedback from my last column here (*OPM* 52), in which I noted that a law in Indianapolis restricting violent game content in arcades was batted down by the Supreme Court. I said that this was a good thing, since as a general rule, censorship is more trouble than it's worth to everyone. Many of the letters I received agreed with me (I love it when I'm told I'm right), but a few well-argued letters went in the other direction. The overturning of the Indianapolis law was a shame, they wrote—not because these people were for censorship, per se, but because the law compensated for parents who were doing a bad job of parenting. As one writer put it:

"Parents aren't what they used to be. They don't have time to pay attention to the world around them. When a child does something wrong, it's never the parent's fault. It's Marilyn Manson, paintballing or video games."

As a parent, and an observer of parents, I can certainly understand this point of view: The world is filled with parents who are doing such a bad job of it that, in my own not-so-humble opinion, they ought to be taken out and whacked with a stick. Some parents actually don't give a damn what their kids are doing, and that's a terrible thing. So, as the argument goes, why not look out for these kids, if the parents won't bother?

Well, OK. But here's the thing: Have the government censor anything it wants—games, music, books, whatever—and the kid would *still* have bad parents. And that's the real problem. Let's say you have two kids: one who has exposure to nothing but the most wholesome family entertainment but has parents who couldn't care less what he's doing, and another who has full access to the darker side of popular culture but also has parents who have taught her their values and moral standards, and who take an active interest in her life. Which kid is better off?

I don't agree that parents aren't what they "used to be"—today's parents, by and large, are active and engaged in their children's lives as much as parents ever were. Bad parents have always been with us, even before arcades and game consoles, and the rest of us shouldn't let them off the hook by slapping the Band-Aid of video game censorship on the gaping wound of parental neglect. We can do better than to go for the easy—and ultimately futile—solution.

Or to put it another way: Imagine if the money Indianapolis spent on defending its unconstitutional law in the courts had been spent instead on teaching new parents how to care for and communicate with their children. In the end, which would have been the better investment? You tell me.

John Scalzi is a freelance writer and media critic who also runs GameDad, a video game site for parents. Visit it at www.gamedad.com. And be sure to tell him what you think at john@scalzi.com.

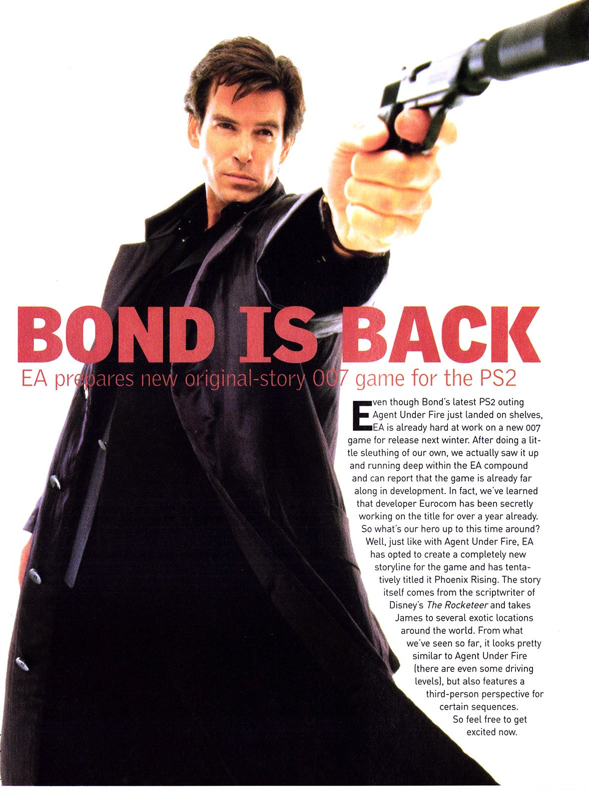


photo by Guy Aroch/CorbisOutline

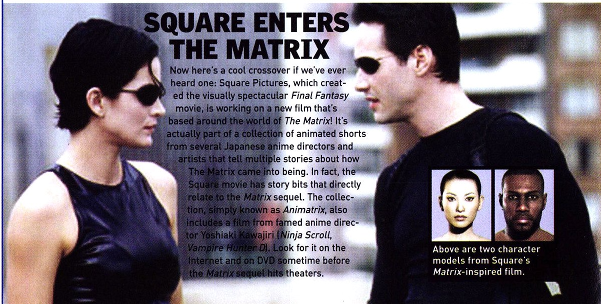
BOND IS BACK

EA prepares new original-story 007 game for the PS2

Even though Bond's latest PS2 outing Agent Under Fire just landed on shelves, EA is already hard at work on a new 007 game for release next winter. After doing a little sleuthing of our own, we actually saw it up and running deep within the EA compound and can report that the game is already far along in development. In fact, we've learned that developer Eurocom has been secretly working on the title for over a year already. So what's our hero up to this time around? Well, just like with Agent Under Fire, EA has opted to create a completely new storyline for the game and has tentatively titled it Phoenix Rising. The story itself comes from the scriptwriter of Disney's *The Rocketeer* and takes James to several exotic locations around the world. From what we've seen so far, it looks pretty similar to Agent Under Fire (there are even some driving levels), but also features a third-person perspective for certain sequences.

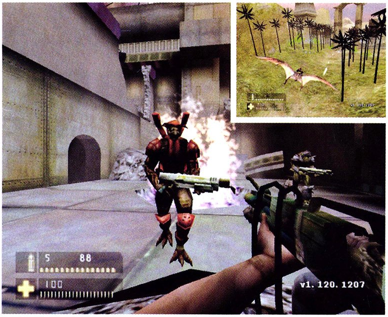
So feel free to get excited now.

SQUARE ENTERS THE MATRIX



Now here's a cool crossover if we've ever heard one: Square Pictures, which created the visually spectacular *Final Fantasy* movie, is working on a new film that's based around the world of *The Matrix*! It's actually part of a collection of animated shorts from several Japanese anime directors and artists that tell multiple stories about how The Matrix came into being. In fact, the Square movie has story bits that directly relate to the *Matrix* sequel. The collection, simply known as *Animatrix*, also includes a film from famed anime director Yoshiaki Kawajiri (*Ninja Scroll*, *Vampire Hunter D*). Look for it on the Internet and on DVD sometime before the *Matrix* sequel hits theaters.

Above are two character models from Square's *Matrix*-inspired film.



Get Ready Turok

The N64's dino-hunting shaman is headed to the PS2

You may have heard rumblings, but now it's official: Turok is leaping from his longtime Nintendo-based home into an all-new game for the PlayStation 2. Acclaim has been hard at work on a next-generation installment for quite some time now and plans to have it ready for release this September.

Actually taking place before the original four Nintendo 64 installments, Turok: Evolution, as the game is titled, chronicles the origin of the Turok lineage.

If you're unfamiliar with the series, here's the basic concept: You're an Indian spirit. Who hunts dinosaurs. With big guns. Sounds crazy? Maybe, but the games have all been pretty cool so far, so we can't wait to see what Acclaim has in store for us on the PS2.

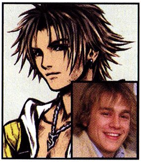
HOT SHOTS ONLINE?

With PS2's online plans still in a holding pattern, Hot Shots Golf 3 wants to connect the virtual duffers of the world with an online competition. Here's how it works: First, visit the official HSG3 Web site, where you'll be given a code; enter it into the game and it will kick off a challenge that ultimately pits you against the other HSG3 players. Completing the challenge gives you a new code to input online. You'll then be ranked against other golfers. Sony's even said that the best of the best will be eligible for prizes.

DREAM CAST FINAL FANTASY X

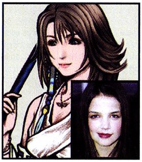
Screw *The Spirits Within*. Everyone knows that a good Final Fantasy movie needs to be based directly on one of the games—maybe even using real people! If such a film ever were to grace your local theater (doubtful, but we can dream), we've come up with a few suggestions as to who should play the major roles, as seen below.

Got any ideas for a Dream Cast of your own for another game? Send us your ideas at opm@ziffdavis.com with the subject of DREAM CAST.



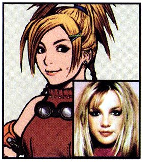
Tidus: Charlie Hunnam

We've made the jokes about Tidus' resemblance to Meg Ryan—just as Fox's *Undeclared* has joked about how Hunnam also looks just like her. Perfect!



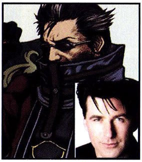
Yuna: Katie Holmes

***Dawson's Creek*'s sincere, well-meaning, gal-next-door is a perfect fit to play the saintly, ethereal Yuna. Let's hope her voice-work is better than the game's, though.**



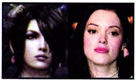
Rikku: Britney Spears

The ultimate (wet) Dream Cast pairs the effervescent Britney with the all-too-cute Rikku. The only trick is figuring out which is the real gal and which is the virtual one....

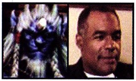


Auron: Alec Baldwin

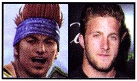
With a starring voice in *The Spirits Within* and, now, the role of Auron in our *FFX* film, we can turn Alec Baldwin into the Cid of Final Fantasy flicks.



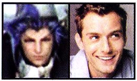
Lulu: Rose McGowen



Kimahri: Michael Dorn



Wakka: Scott Caan



Seymour: Jude Law

FFX Characters © Square. Character Design: Tetsuya Nomura

DATA STREAM

Rygar Returns

Tecmo is working on a remake of the old-school arcade game Rygar for release on the PS2 this summer. Of course, this time around it'll be a 3D affair.

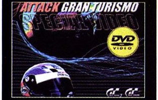
Kojima Awarded

Metal Gear Solid creator Hideo Kojima was recently named as one of the most important people who will help shape the future of entertainment by *Newsweek Magazine*. We totally agree.

Kingdom Vocals

Square has announced that Hikaru Utada, an insanely popular J-pop artist in Japan, will perform the vocals for the main theme to Kingdom Hearts. Fluent in English, Utada will also sing the English version of the song.

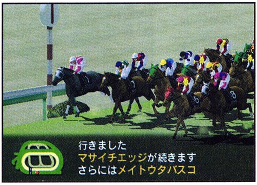
Turismo Attack



Sony is releasing a special GT3 strategy guide DVD in Japan called Attack Gran Turismo. On the disc, creator Kazunori Yamauchi actually shows off some of his personal tips. No word on if we'll ever get a similar DVD here.

ONLY IN JAPAN

Winning Post 5
Koei, PS2



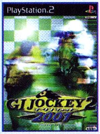
Ah, horse racing. Fortunes have been made and lost—the latter more often than the former—at the track. Yet video game adaptations of the Sport of Kings are few and far between (the recent PS2 release Gallop Racer and Namco's excellent arcade game Final Furlong being notable exceptions). Not so in Japan, though, where games like Namco's Derby Stallion frequently make the best-seller charts, and one of the biggest names in the genre is the Winning Post series. Winning Post 5 is the latest game in the series from Koei, the developer with a sharp eye for detail, and to say it's in-depth is something of an understatement. You're the owner of a stable of horses, and it's your job to manage everything—from choosing the right trainer or jockey to breeding your horses. With that sort of control, you'll face some important decisions—should you run your hot race-winning horse into the ground? Or retire him early and put him out to stud so you can exploit his genes for generations to come? (We wonder which option the horses prefer: running around in circles or lounging in a field "reproducing" all day?) Aside from including real tracks, real jockeys, thousands of real horses and the complete Japanese racing calendar for 2001, you also get top foreign races and even the ability to import data from the shovel-load of other Koei horse-racing games (see below). All in all, this is the most complete package available for your hardcore virtual horse-racing fan. Whomever that may be...

MORE HORSING AROUND

Koei has actually released a few other horse-racing titles for the PS2 in Japan. Here's a list of the games and how to use them to enhance your Winning Post 5 experience:

Winning Post 4: Don't dump your save files when you get the bigger, better Winning Post 5! If you're attached to a particularly hot stud, you can import your horse into the new version.

GI Jockey 2: Instead of being a fat-cat owner, you're a lowly jockey. Train your jockey and import him into Winning Post 5. Like Tamagotchi, just with vertically challenged humans.



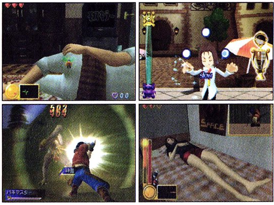
Horse Breaker: Despite the odd title, it's merely a horse-training sim. Go hands-on with the horses and train them to be the next Red Rum. And if you succeed, go ahead and import your horse into Winning Post 5.

MAD MOSQUITO

Ka and other wacky games headed to the U.S.

Back in October, when we profiled Sony's bizarre yet fun PS2 mosquito game Ka in our "Only in Japan" column (*OPM* 49), we quoted one developer who was absolutely sure the game would *never* be released here. Now Eidos Japan seems dead-set on proving us wrong. Under its new boutique label "Fresh Games," the publisher will release several uniquely Japanese games in the U.S., including Ka (retitled as Mister Mosquito), along with another "Only in Japan" featured game Bravo Music (retitled as Mad Maestro!), an orchestra-conducting sim. Both are due out this spring.

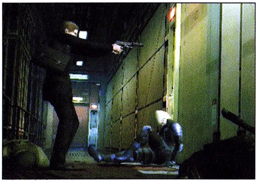
An Eidos rep also told us that Fresh Games will be publishing Sony's RPG Legaia Dual Saga, although details about a release date and the exact U.S. name are still unknown.



FALSE STARTS

Square. The name just drips with quality. From Final Fantasy to Front Mission, Bushido Blade to Einhänder, Chrono Trigger to Vagrant Story—almost everything Square touches is in a class by itself. Not convinced? How about a few more storied names, like Parasite Eve, Secret of Mana, Super Mario RPG or Xenogears? Heck, even the mediocre brawler Ehrgeiz ranks among the top guilty pleasures of many a fanboy. But it wasn't always so. In fact, Square started out with a few odd choices that in no way represented the RPG powerhouse to come. Since then, Square has also churned out its fair share of clunkers. Here's a quick (but by no means comprehensive) look at some of Square's lesser titles. Know a developer you'd like to see featured here? Send it to us at opm@ziffdavis.com with the subject FALSE STARTS.

	Title	The Game	The Pros	The Cons
	3-D WorldRunner 1987 – Nintendo Entertainment System	Published by Acclaim, this Space Harrier-esque shooter/racer came packaged with a pair of 3D glasses.	Crisp graphics, fast action, smooth gameplay and a nifty (albeit gimmicky) 3D mode.	Repetitive, limited level design mars this otherwise solid game. It just gets boring after a while.
	Rad Racer 1987 – Nintendo Entertainment System	Square busted out those 3D glasses once again to accompany this speedy, Out Run–inspired racer.	"Rad" is short for "radical." Radical things are cool, right? Oh, this was a pretty good racer, too.	Until you master the too-steep learning curve, you'll crash into every curve along the way.
	King's Knight 1989 – Nintendo Entertainment System	Square's first U.S. RPG? Nope. More like a shooter of sorts, starring a knight, wizard, monster and thief.	It looks sort of OK. And you get to play as four different characters. And...well, that's about it.	This game is just bad, bad, bad. Hard to see, hard to play, hard to listen to, hard to have *any* fun with at all.
	Rad Racer II 1990 – Nintendo Entertainment System	More radical racing from the radical developers at Square. Are these guys radical, or what? Radical!!	It looks even better than the first Rad Racer. That's radical, dude. Radical! Yep. Radical, indeed.	It's less of a game than its predecessor, with fewer features and no 3D glasses. Bummer!
	Final Fantasy: Mystic Quest 1992 – Super NES	A.k.a. "Final Fantasy Lite," this was Square's botched attempt to dumb down FF for the U.S. market.	Not much good here beyond the FF name. And even that's not enough reason to play this.	Dull story, crappy battles, bland characters...there's nothing "Final Fantasy" about this stinker.
	Secret of Evermore 1995 – Super NES	A U.S.-developed action/RPG that's notorious for causing Square to shutter its U.S. operations.	Solid gameplay reminiscent of Secret of Mana; Alchemy system lets you create spells and attacks.	Ho-hum hero and humdrum quest were a turnoff to many hardcore Square fans, who expected more.
	Chocobo Racing 1999 – PS one	Hey, look! It's a mascot racer! And look over there! It's a big, bloated bandwagon with Square riding in it!	Simple controls and sickeningly cute characters make this decent for kids or Final Fantasy fanboys.	Thoroughly mediocre and derivative, with subpar graphics that fall short of Square's standards.
	Chocobo's Dungeon 2 1999 – PS one	A old-school dungeon crawl starring Square's whored-out, chicken-legged, big-beaked mascot.	Tons of items to find, mix and use to create new weapons and armor lends this one a bit of depth.	Monotonous meandering through randomly generated levels just ain't much fun after a few hours.
	Driving Emotion Type-S 2001 – PS2	Square tries to take on the Gran Turismo crowd with a gorgeous-looking but problematic PS2 racer.	Realistic inside dashboard view; realistic handling (on some cars, at least); plenty of vehicles.	Thanks to the touchy controls and absurd difficulty, it's as fun as driving straight into a brick wall.



Metal Gear Remix?

Konami appears to have some alternative plans for its highly evolved Metal Gear Solid 2 engine. As shown in these screens, Kojima's team has seemingly taken anonymous background figures from the game and given them their own Warholian shot at 15 minutes of fame.

PlayStation 2
METAL GEAR SOLID 2
SONS OF LIBERTY
KONAMI

Actually, what you're seeing here are screens taken from the Movie Edit mode of the Japanese release of MGS2. Allowing you to swap alternate characters into starring roles for many of the game's major sequences, the Movie Edit mode can make for quite a few laughs. Don't care for Fortune's long-winded speech to the soldiers on the bridge? Swap the crybaby out and cast Office-Worker Male in her place! Want to relive Snake's opening tanker sequence, but with Middle-Age Lady performing the acrobatics? Well, now you can! Even better, you can choose from MGS1 characters like Snake or Ocelot, low polygon counts and all!

Unfortunately we here in the U.S. missed out on this mode because Konami was under major time constraints. But, hey, at least we got to play MGS2 before Japan did.

photo by Monty Brinton/WireImage.com

OVERHEARD

"While we were making the movie, I read 40 books and Elijah Wood and I probably played 4,000 hours of PlayStation."

— Sean Astin tells moviefone.com what got him through making *Lord of the Rings: Fellowship of the Ring*.

Clish MacLaver's
GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

It's a quiet time of year for full-on gaming news, but the gossip and rumors are still floating around on things we're set to see later in the year and beyond.

Watch out for more gossip online when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers .com. Keep an eye out for the Rumor Mill column.

DRAGONBALL FANS WILL BE EXCITED ABOUT THIS

Curious to know what the next game in Capcom's "Versus" series is? Aside from the obvious and inevitable Marvel vs. Capcom 3, I've heard strong rumors that indicate Dragonball vs. Capcom could be with us before the end of the year. With the crazy cult following of the Dragonball series, I'd be surprised if this wasn't a surefire hit. Expect lots of airborne fighting and an awful lot of shouting.

MORE AND MORE GRAND THEFT AUTO IV NEWS

The rumors about the next game in the Grand Theft Auto series persist and they're getting crazier every time I hear them. Remember last month I told you that a new game was both inevitable and due fairly soon? Well, there's even more to get excited about now. It seems that the big hook this time is that the game will have a huge online aspect. There are actually two different rumors doing the rounds at the moment, and while I'd love to think that both are possible, the simpler one seems much more likely. The first rumor is that GTA4 will build a lot on the PC version of the game that's due in a couple of months, taking advantage of the 16-player online support that it boasts. GTA4, they say, will allow people to wander around Liberty City in "gangs," working together on jobs, drive-bys, heists and all that other goodness.

The second rumor expands on the first, suggesting that the game will be a massively multiplayer online experience that will allow hundreds of players to populate the city and form their own gangs, mobs, businesses and other GTA fun.

Personally, I think the 16-player game is more likely—but the idea of a version in which everyone you meet is a "real" person is certainly something to make you think about where things could go in the future. I don't know about you, but I'm pretty excited for whatever they decide to do. I just want more!

"GTA4 will allow people to wander around Liberty City in gangs."

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

Look out for me on AIM, too—my buddy name is OPMClish.

ONLINE GAMES ON THE WAY

Lots of folks have been asking me what I expect to see as online games in the coming year, so I thought I'd hit you with a list of the rumored projects in the works. Some of these may not be full-on multiplayer online games, some are just projects I've heard may be PS2-bound (and some of them may never actually make it)—but all of them, if they happen, will have some kind of connectivity to them. Remember, these are just rumored—I don't know for certain if they're definitely happening, but most seem likely. Ready? In no particular order...

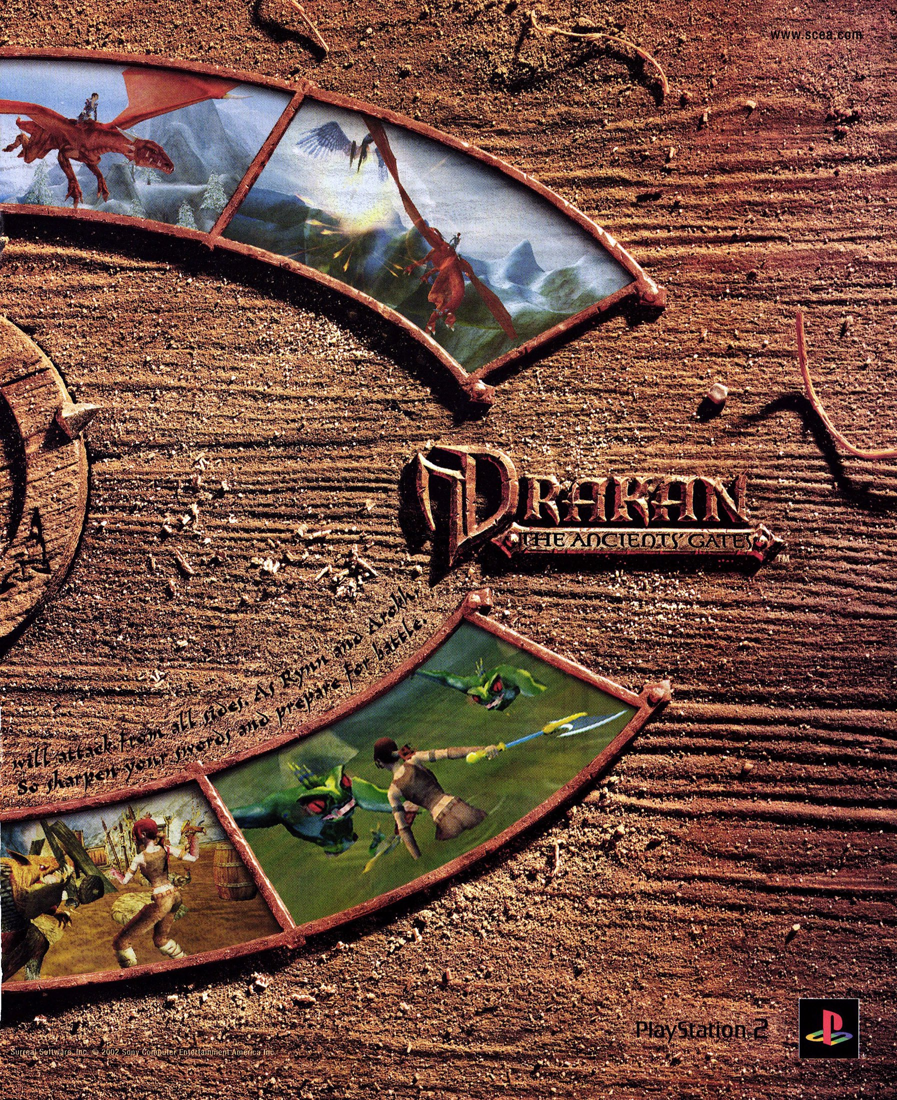
Tony Hawk's Pro Skater 4, Grand Theft Auto IV, Half-Life 2, Quake 4, Doom III, Return to Wolfenstein, Hot Shots Golf 4, EverQuest, Star Wars Galaxies, NFL 2K3, NBA 2K3, NHL 2K3, Madden 2003, NBA Live 2003, NASCAR 2003, NHL 2003, Frequency 2, Tekken 5, WWF SmackDown! 3, Red Faction 2, Final Fantasy XIII, Aliens vs. Predator, TimeSplitters 3, Tomb Raider: The Next Generation, and many, many more.

BITS AND BOBS

Legend of Dragoon 2 will almost certainly be announced at E3 in May. It'll be on PS2, obviously. • Watch out for new info emerging about the long-dormant Gunslinger project from Sony CEA soon, too. • Twisted Metal: Black Online is nearly finished, I hear, but it will be a new version of Frequency that we get for "free" with the Network Adapter this spring. • Rumors still persist that there's going to be a version of EverQuest for PS2, probably in 2003. • Were you a Gex fan? Seems that Crystal Dynamics is looking into resurrecting the series on PS2. • Expect to start seeing new details on the sequel to Rockstar's popular Midnight Club in the spring. Rumors suggest that some of the story may cross over with Grand Theft Auto. • Jonesing for a Gran Turismo fix? Jealous of GT3: Concept? Gran Turismo 4 is on the way, and could be with us this year.

Choose Your Battle
Nowhere is safe. From the caves below to the skies above, evil
you'll fight the forces of darkness that threaten civilization.
MATURE
M
CONTENT RATED BY
ESRB
Blood and Gore
Violence

Drakan: The Ancients' Gates is a trademark of Sony Computer Entertainment America Inc. Developed by


www.scea.com
Drakan
The Ancients' Gates™
will attack from all sides. As Rynn and Arokh,
So sharpen your swords and prepare for battle.
PlayStation 2

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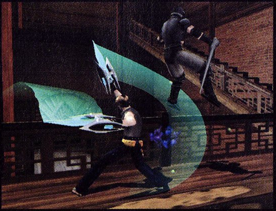

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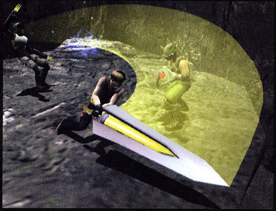

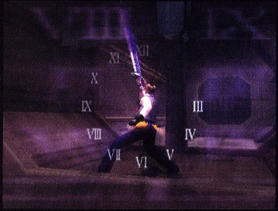

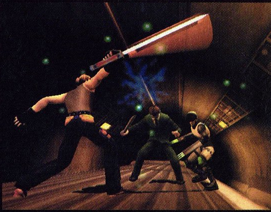

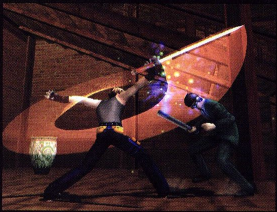

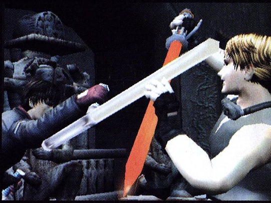

E·O·E
EVE OF EXTINCTION

VARIETY IS THE SPICE OF DEATH

www.eoegame.com

MARCH 2002

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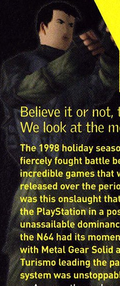
PLAYSTATION YEAR 5



Believe it or not, the PlayStation is now six years old. We look at the most significant events in each year.

Gran Turismo 2

The 1998 holiday season was a fiercely fought battle between the incredible games that were released over the period, and it was this onslaught that finally put the PlayStation in a position of unassailable dominance. Sure, the N64 had its moments, but with Metal Gear Solid and Gran Turismo leading the pack, the system was unstoppable.

As ever, the early months of the year were very quiet. Notable releases were few and far between, but the diamond in the rough came on Feb. 17 when 989 Studios unleashed Syphon Filter onto an unsuspecting public. Easily dismissed as a Metal Gear Solid wannabe, American gamers in particular saw through the negative connotations and took it to heart. It was an instant hit, and the first to prove that the PlayStation could have huge hits even out of season.

In March, Sony invited a select group of journalists from around the world to attend a conference in Japan concerning a surprise announcement. On Mar. 3, the press looked in awe as the company unveiled the specifications for the much-rumored PlayStation 2 and its vision for the future of interactive entertainment. Although the early tech-demos were only very simple, they adequately illustrated the awesome power of what was to come.

The rest of March was strangely uneventful, and even the Spring Tokyo Game Show, an event that normally showcases some of the coolest games on the horizon, did little to whet the appetite. Sony showed pseudo PaRappa sequel Um Jammer Lammy, Namco unveiled Ace Combat 3, and Square showed Front Mission Third. All were games of certain stature, but none were set to be blockbusters of any kind.

MINE'S BETTER THAN YOURS

April, too, proved disappointing with little more than Rampage Universal Tour (which was awful), Monster Seed and MLB 2000 worthy of any particular note.

May proved more exciting as Namco took a swipe at Gran Turismo with the dramatically overhauled R4: Ridge Racer Type 4. The game's executive producer, Shigeru Yokoyama told *OPM* that although Gran Turismo was an obvious competitor, the two games are "only similar because they are both racing games. The games are totally different in their directions. Our team conceived of the Ridge Racer series first and foremost as a game and not a simulation." Although far superior to previous RRs, R4 failed to steal any thunder from the Gran Turismo juggernaut that was still selling exceptionally well.

...OH NO IT ISN'T

In June, Sony retaliated with new information about Gran Turismo 2, just to ensure that there was absolutely no doubt as to who was the dominant force in racing games. It also upped the ante for the car lists by announcing that a near-final list of 594 cars was going through the legal processes of being approved for use in the game. We believe the expression to use when describing Sony's response to Namco was that they were "stickin' it to them."

June continued to be an uncharacteristically busy summer month when Ape Escape was released on June 22 to rave reviews, and then a week later, Reflections unleashed the first Driver—and car-loons no longer knew which way to turn.

SMACK TALK

On Aug. 17, Eidos finally got around to releasing Soul Reaver, yet another product that proved just how far the PlayStation hardware had been pushed in terms of graphics. With its moody, expressive characters and vast, impressive architecture, it proved that the PlayStation was still a technological force to be reckoned with, even with its successor looming on the horizon.

It was August, so it was GameDay and Madden time...and this year they were even more spectacular than ever. The rivalry between 989 Sports and EA Sports had become extremely fierce, with a serious amount of smack-talk emanating from both camps. "If you want to see what features GameDay 2000 is going to have," professed Madden NFL 2000 Assistant Producer Rob Jones, "just look at Madden 99." Ouch. It didn't end there though, as 989 Sports Product Development Director Kelly Ryan responded with, "We don't look at Madden as a leader on this platform...we've never looked at Madden." What a shame this fighting talk did little to push the GameDay franchise further in the years to come.

SILLY SEASON 1999

Sept. 8 was a big day, and marked the beginning of the 1999 silly season as Square hit us with Final Fantasy VIII—a game hailed as being superb at the time, but which continues to get flack from the hardcore Square fans as being "lame" these days. Maybe it was the more "realistic" characters? Or Nomura's artwork? Who knows? *OPM* liked it though.

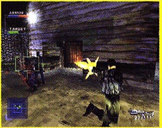
A day later, Sega unleashed the Dreamcast, the first of the "next generation" of game consoles, complete with a built-in modem. Could it take over as the next big console? Early reactions were certainly favorable and Sega enjoyed what was, at the time, the most successful launch of an entertainment product ever.

Later in September, Sony released new pictures of the PS2 and continued to drip-feed an expectant public with its capabilities as well as new tech demos of what it was capable of producing.

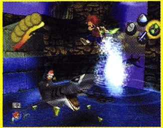
The games kept coming on PlayStation, with the most exciting being the release of Tony Hawk's Pro Skater on Sept. 29. Little did people know at the time the impact that it would have on video gaming and pop culture.

As silly season progressed, we were inundated with big titles: Crash Team Racing, Dino Crisis, Spyro 2, Omega Boost, WipeOut 3, Suikoden 2, Fear Effect, Medal of Honor, Quake 2, Resident Evil 3, Tomb Raider: The Last Revelation, Metal Gear Solid VR Missions and then finally, after what seemed like a very long wait, Gran Turismo 2 appeared and broke every sales record you could imagine.

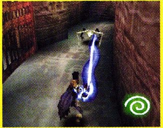
Next month: PlayStation 2, baby.



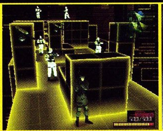
Syphon Filter



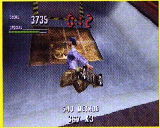
Ape Escape



LoK: Soul Reaver



MGS: VR Missions

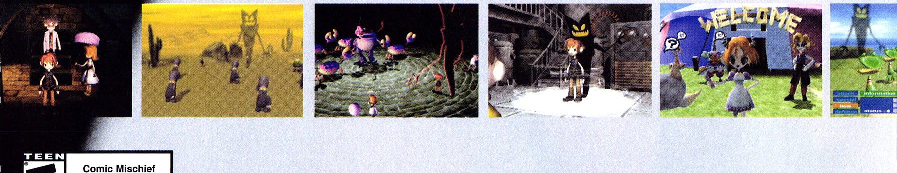


Tony Hawk's Pro Skater

PlayStation®2

ARE YOU IN CONTROL OF YOUR SHADOW?

Don't be certain. At least, not until you meet Ari, a young boy from the village of Tenel who has lost control of his to the spirit of a 300 year old evil king. Now it's up to you to join him on a quest to help win it back. Along the way, solve puzzles, decipher mysterious clues and fight battles in a bizarre adventure that will test your wits, skill and make you question the proof of your own reality.



TEEN
T
CONTENT RATED BY
ESRB

Comic Mischief
Mild Language
Mild Violence

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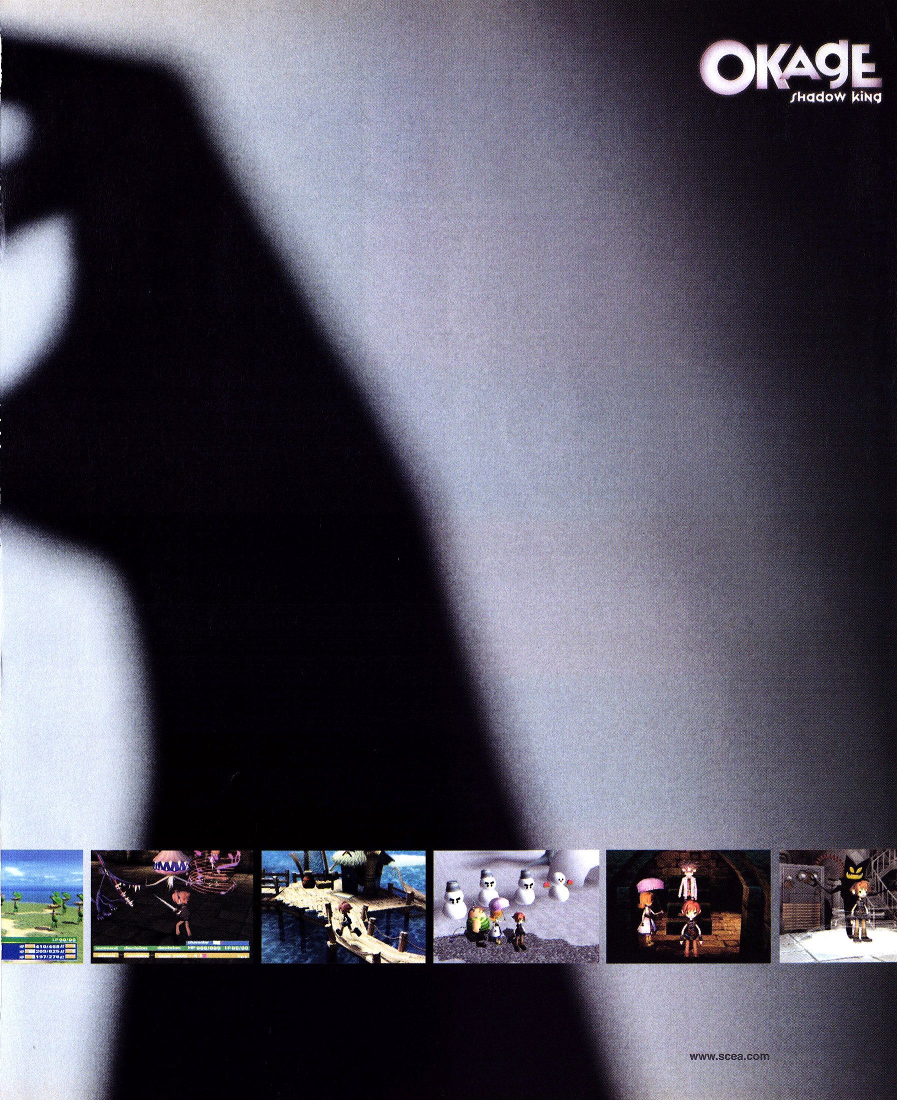
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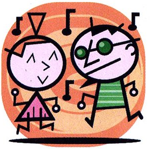
SOUND STATION



By John Scalzi

This month features tunes from ESPN Winter X Games Snowboarding 2002 (311, Randy), Jonny Moseley's Mad Trix MCM, No One) and the new Test Drive (Junkie XL)!

311: *From Chaos*

Volcano Entertainment

The consistent popularity of 311 has been one of the great mysteries to me, because I simply can't understand for the life of me what anyone sees in them. There are others who do the slamming punk noise better, who do the white guy rap thing better, and do the somewhat lame reggae/ska/ dried-out Andy Summers guitar sound thing better. But I guess 311 does all of these things in one package, so maybe it's a convenience thing. Whatever it is, *From Chaos* is more of the same.

Final Score ●●◖

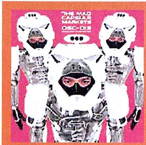
saturday teenage kick
JUNKIE XL

Junkie XL: *Saturday Teenage Kick*

Road Runner Records

The opening track to this album is called "Underachievers," and if I were these guys, I wouldn't leave punch lines like that just lying around. These boys clearly had fun with their guitar loops and beat packages, without bothering to add the essential ingredient: personality. What you end up with is a heavy programmed slab of noise that doesn't do much but fill up sonic space. The best stuff here plays like reheats of ancient electronica like Prodigy; the rest you'll be lucky to remember two seconds later.

Final Score ●●

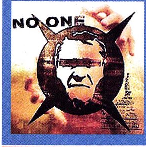


The Mad Capsule Markets: *OSC-DIS*

Palm Pictures

Grinding industrial noise—but grinding industrial noise done half in Japanese and half in terribly translated English! Not that it matters, since MCM largely subscribes to the theory that if you can make out the words, it's time to up the distortion. MCM does have chops; the grinding industrial noise is not original, but gallops along at a compelling pace, and there's an occasional pop throwaway like "Island," which sounds like a Scooby-Doo chase scene thrown into a trash compactor.

Final Score ●●●



No One: *No One*

Immortal Records

If I could go back in time, I would go back to the very first day some hard rocker decided it was OK to whine, and *I swear* I would beat him to death with an axe handle before he could share his discovery with his friends. That way, I wouldn't have had to spend the last few years listening to whine-core bands like No One mope their way through 13 songs. Pounding, yes; snarly, yes; but jeez, guys, cheer up already—you're rock stars. You could be pumping gas. Yeah, *then* you'd be depressed.

Final Score ●●●◖

RANDY
THE HUMAN ATOM BOMBS

Randy: *Addicts of Communication*

Epitaph Records

Ahhhhh. *Much* better. Randy is a Swedish band that very nearly makes up for the painful years of Abba, Roxette and Ace of Base by blasting through 17 delirious tracks of 2000-proof uncomplicated punk. "Freedom-Song" gets the award for Best Drunken Clash Song Imitation, and album opener "Addicts of Communication" pulls up a close second. Not truly classic punk—despite songs like "Proletarian Hop," this is no *Sandinista!* But it's a lot of fun, and right now, I'll take that as an adequate substitute.

Final Score ●●●●

John Scalzi has been reviewing music since before moping was manly. And we liked it! Visit his Web site at www.scalzi.com or he'll write whiny songs about how depressed he is. Don't think he won't.

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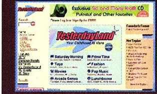
Bookmarks

www.gamers.com
It's our home on the Web. Make it your home, too. Come visit us at our message board (you can link to it at playstationmagazine.com) and chat to your heart's content.

www.tvtome.com
A staggeringly comprehensive guide to television series, from *The A-Team* to *Zorro*, complete with more information about each series than you'd care to know.

www.pet-clothing.net
"Since 1986 Fonzie's Fantasies has crafted original, washable hats for special dogs and cats of all sizes." Sorry, did they say *hats*? For animals? Er, OK.



www.yesterdayland.com
Cartoons. Toys. Movies. Arcade games. Music. Lunch boxes. "Your Childhood is Here," says this site, and they're not joking. Pick an era, pick a category, and watch the hours fly by.

www.oscars.com
The nominees are announced Feb. 12, and you can also read acceptance speeches from past winners, view photos from the Red Carpet, and see 360-degree panoramic shots of the event.

www.olympics.com
Olympic fever will be in full swing by the time you read this...well, as feverish as the Olympics get, which is to say not very much at all. But you'll be able to view info on events, athletes and everything once they get rolling.

www.pork4kids.com
It's a site about, you know, pork. And it's for kids. Be sure not to miss the Shockwave cartoon featuring a lost, anthropomorphic pork chop. No, we're not kidding.

www.fark.com
Random collection of random news stories and Web sites. A good place to start if you're looking to do some mindless surfing.

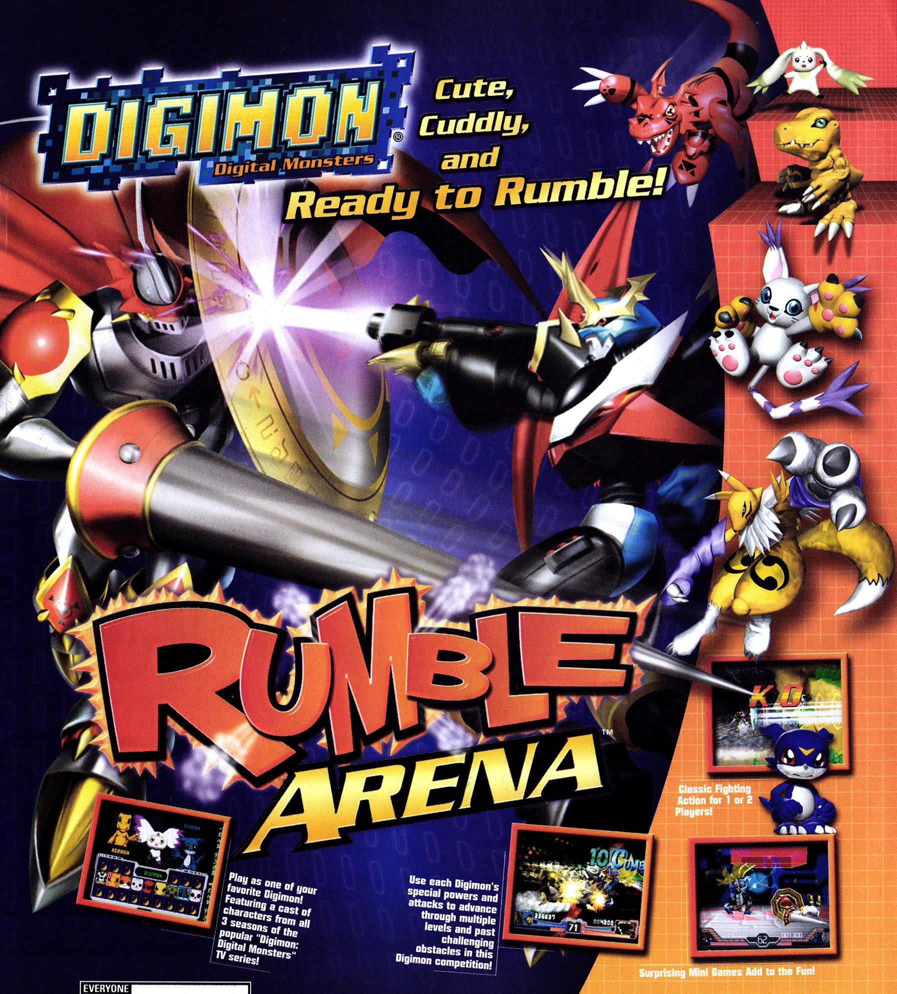
www.stickdeath.com
Stick figures meeting a variety of untimely (and hysterical) ends. Plus lots of Shockwave games.

www.shibumi.org/eoti.htm
Don't ask; just go.

www.clubtonyhawk.com
The official fan club of skateboarding's biggest, brightest star. Sign up to become a member if you want to read Tony's daily journal.

www.snopes.com
The Urban Legends Reference Pages, an excellent site for discounting all those rumors that your friends swear are true. Example: Coca-Cola will *not* dissolve a nail—not any faster than regular water, anyway.

www.bozart.com
This fascinating site sells educational toys and games designed by world-renowned artists. Our favorite so far is the Karim Rashid chess set, a squishy vinyl and hard acrylic riot of color that is actually surprisingly playable.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EVERYONE
E
CONTENT RATED BY
ESRB

Violence

PlayStation

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PlayStation
IT'S JUST A
HARMLESS
LITTLE TOY.
1 of 16
collect them all!
YEAH, AND THE BLACK PLAGUE WAS JUST A RASH.
LAUNCH STUFF LIKE
BOTTLE ROCKETS
FLAMING PUMPKINS
CHERRY BOMBS
*BATTERIES NOT INCLUDED
WRECK 11 NEIGHBORHOOD HANGOUTS LIKE...
1 TREE HOUSE
2 MINI GOLF COURSE
3 YOUR MAMA'S KITCHEN
BATTLE YOUR FRIENDS TOO!
WARNING
THIS IS FUN
from the makers of TWISTED METAL® and TWISTED METAL 2
REMO
CONT
INCOG INC. entertainment
TEEN
T
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COMIC MISCHIEF
VIOLENCE

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TWISTED METAL
small brawl

DVD Reviews

by John Scalzi

THE BAD NEWS BEARS

(Walter Matthau, Tatum O'Neal)

Easily the best movie about kids' sports, probably because it's the only one that nails how screwed-up things like Little League can be. Walter Matthau plays a drunk ex-minor leaguer who coaches a no-talent Little League team into a winning season, with lots of politically incorrect humor along the way. They wouldn't make a comedy like this anymore (it features Matthau coaching while drunk, another coach hitting one of his players, and the Little Leaguers celebrating the end of the season with adult beverages), but then, when the movie was made, parents weren't killing other parents at their kids' sports practices, so you tell me which you'd rather have. No DVD extras to speak of.

Movie Score ●●●●
DVD Extras Score N/A

CAPTAIN CORELLI'S MANDOLIN: SE

(Nicolas Cage, Penelope Cruz)

Italy occupies Greece in WWII (with a little help from those lousy Nazis). This gives Nicolas Cage, as an Italian officer, an excuse to woo Penelope Cruz, who plays a feisty Greek woman. Does it make any sort of sense? Not especially, but if for some reason you need a date flick on short notice, this'll do fine. Of course, if you really want a good romantic date film involving Italian soldiers in occupied WWII Greece, you'll look for *Mediterraneo*. It won an Oscar, which is more than *Mandolin* will do. DVD Extras: director commentary, a "making-of" documentary, trailer and DVD-ROM links.

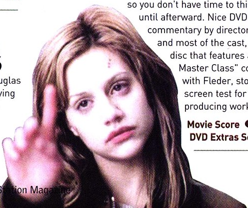
Movie Score ●●◖
DVD Extras Score ●●●

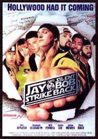
DON'T SAY A WORD: SE

(Michael Douglas, Brittany Murphy)

Doesn't Michael Douglas ever get tired of playing smug professionals whose lives are upturned by a random plot point? This time, he's a psychiatrist who has to pry a secret code from the mind of a mentally ill girl (Brittany Murphy), or some bad guys are going to hurt his kid. There are way too many plot implausibilities here for the film to actually be good, but it moves along at a decent clip so you don't have time to think about it until afterward. Nice DVD extras, too: commentary by director Gary Fleder and most of the cast, and an extra disc that features a "Cinema Master Class" conversation with Fleder, storyboards, a screen test for Murphy, and a producing workshop.

Movie Score ●●●
DVD Extras Score ●●●●





HOLLYWOOD HAD IT COMING
JAY AND SILENT BOB STRIKE BACK

STARRING:
(Jason Mewes, Kevin Smith)

JAY & SILENT BOB STRIKE BACK: SE

The slacker answer to *Rosencrantz & Guildenstern are Dead*, in which two minor but critical characters from Kevin Smith movies (*Clerks, Chasing Amy, Dogma*) are put front and center for their own story. Whether you give a crap is directly related to how obsessively you've made previous Smith films part of your world view, as well as your tolerance for moronic characters (Jay (Jason Mewes) is the sort of character who should have been beaten to death with an oar long ago). If you're just starting out with Smith, skip this and see *Chasing Amy* instead. But if you already love Jay and Silent Bob, roll in it, pal. Nice DVD goodies, including Smith's commentary, deleted and extended scenes, gag reels and so on.

Movie Score ●●● **DVD Extras Score** ●●●●

HARDBALL: SE

(Keanu Reeves, Diane Lane)

If you were wondering what *The Bad News Bears* would be like if they made it today, the answer is *Hardball*. Same basic plot—loser coaches littler losers to Little League victory—but utterly without the sort of sarcastic bite (and heart) that would make you care. Coach is played by Keanu Reeves, whose character's gambling problem has nothing on Matthau's coach's alcoholism. But if you like Reeves, have fun (it also features Diane Lane, who, as usual, deserves better). Extras include commentary from the director and writer, deleted scenes, and a music video from Lil' Bow Wow.

Movie Score ●●◖
DVD Extras Score ●●●

HEARTS IN ATLANTIS: SE

(Anthony Hopkins, Hope Davis)

A little boy comes of age in Stephen King's America—now, now, stop that screaming. It's that other Stephen King's America, the one with *The Green Mile* and *Stand By Me*, not *Carrie* and *The Stand*. Anthony Hopkins plays a mysterious visitor with a past who helps a young kid come to grips with the world around him. Good story, good direction (by Scott Hicks, of *Shine* and *Snow Falling on Cedars*), and a really enjoyable performance from Hopkins, whose penchant for extra ham is trimmed a bit. Extras include director commentary and an interview with Hicks and Hopkins.

Movie Score ●●●◖
DVD Extras Score ●●◖

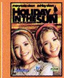
UPCOMING DVD RELEASES

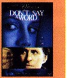
Feb. 5, 2002
Blind Date
Captain Corelli's Mandolin
Funny Lady

Feb. 12, 2002
Disney's American Legends

Hearts in Atlantis
Mary-Kate and Ashley (Various)
Mrs. Winterbourne
Peter Pan
Walking with DinoSaurs
Wild Strawberries

Feb. 19, 2002
Don't Say a Word
Hardball
Jo Jo Dancer, Your Life is Calling
Nothing in Common





Starship Troopers Chronicles: Hydora
Starship Troopers Chronicles: Tophet

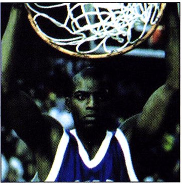
Feb. 26, 2002
Jay and Silent Bob Strike Back

THE MUSKETEER

(Justin Chambers, Mena Suvari)

Loosely based on the "Three Musketeers" story—I say "loosely" because in fact the movie's plot doesn't make the slightest bit of sense. But never mind that—watch this flick for the action scenes, designed by Xin-Xin Xiong, a god of Hong Kong fight-scene choreography. You'll laugh, you'll cry, you'll wonder why they bothered putting in any dialogue scenes at all. Yes, if you've seen *Once Upon a Time in China*, you'll already have seen the ladder scene, but it's worth seeing again because this time, Mena Suvari is involved. Extras are crap: just the trailer.

Movie Score ●●◖
DVD Extras Score ◖



O: SE

(Mekhi Phifer, Julia Stiles)

Shakespeare's *Othello*, recast in a private southern high school, with "O" (Mekhi Phifer) being the star basketball player and Desi (Julia Stiles, making a career out of Shakespeare adaptations) as the daughter of the dean. Made a few years ago, but shelved after Columbine (a stupid move), this adaptation is surprisingly good, and relevant. And check out the DVD extras, which include a previously filmed version of *Othello* for viewers who prefer their Shakespeare unadulterated, as well as deleted scenes and audio commentary. A very nice package all around.

Movie Score ●●●◖
DVD Extras Score ●●●●◖

PETER PAN: SE

Not-so-coincidentally timed with the theatrical release of *Return to Neverland*, Disney's hopefully-not-embarrassingly odious sequel; Disney will suck money from your pocket however it can. The original *Peter Pan* still holds up, although is shows its age here and there, particularly in scenes involving the "Indian Village," which are basically a primer on how to animate a racial minority as offensively as possible (yeah, yeah, they did *Pocahontas* to make up for it, but the thing is, *Pocahontas* stunk). Key extra: commentary by legendary animators Frank Thomas and Ollie Johnson, who helped animate nearly all of the first generation of Disney films. It also features DVD-ROM extras, a "making-of" feature and Peter Pan games.

Movie Score ●●●◖
DVD Extras Score ●●●◖

WILD STRAWBERRIES: SE

(Victor Sjostrom, Ingrid Thulin)

Mmmm...art film-licious! *Strawberries* is a richly rewarding story about a man who reflects on the journey of his life, as he travels across the country to receive a valedictory award. It's one of the three films (along with *Seventh Seal* and *Smiles of a Summer Night*) that cemented director Ingmar Bergman's reputation as a film master and a student of the human condition, but trust me, you'll enjoy it anyway. A must for serious film students, of course, but worth viewing if you want something different than the umpteenth rerun of *Die Hard*. DVD includes a 90-minute documentary on Bergman and his work, and commentary from film scholar Peter Cowie.

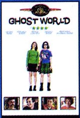
Movie Score ●●●●●
DVD Extras Score ●●●

Angst Über Alles

THE VALUE OF LIVING IN A GHOST WORLD

One of the great fables of our time is that of the loser nerd in high school who comes back to his high-school reunion as successful and well-adjusted as can be. Trouble is, it rarely works out that way; teenage nerds often simply grow up to be adult nerds. The real story is not how these people shed their pasts like butterflies shedding their cocoons, but how they deal with being grown-up versions of who they always were. *Ghost World* features two memorable characters in the midst of this examination: Enid (Thora Birch, dripping pure attitude), who has just graduated from high school, where she was the smart and disdainful girl who operated on a sarcastic plane of existence rarely visited by others, and Seymour (the great Steve Buscemi), a hangdog record collector who's been living a life of pathetic obsessiveness for longer than Enid's been alive. The two cross paths because of a cruel prank on the part of Enid and her comrade-in-disdain Rebecca (Scarlett Johanssen), but eventually Enid, in her own screwed-up way, feels something for Seymour. This, of course, leads to trouble, and Enid has to figure out how she's going to deal with it.

Adored by critics, *Ghost World* deserves to be loved, awkwardly, by others as well. Few films have ever pegged this substrata of American life, and of those few, none have ever made it as bleakly and self-destructively funny as it is here. Full credit goes to director Terry Zwigoff (who directed *Crumb*, the documentary on bleak, self-destructive comic-book legend Robert Crumb), and co-writer Daniel Clowes, who adapted his own comic series for the film. Neither of these men have ever been a diffident 18-year-old girl, but I bet both of them have been a lot like Seymour from time to time, and that makes a difference. DVD Extras: alternate and deleted scenes, a music video and a "making-of' documentary.



Ghost World
Street Date: 2/5/2002
MSRP $26.98

DVD News

BRAIN FOOD

This tasty tidbit comes courtesy of dvdfile.com: Apparently the copyright on George Romero's *Night of the Living Dead* has long since expired, allowing just about anyone to release a version on DVD. But it looks like a new "Millennium Version" from Elite may prove a worthwhile investment, featuring liner notes from Romero and Stephen King, a host of short films and a staggering assortment of other goodies. It will release on March 12 for a measly 25 bucks.

IMPRINT YOUR NAME ON THE ONE RING

For a limited time, the *Lord of the Rings* Fan Club (lotrfanclub.com) is offering a special deal: Sign up for a one-year membership ($40) and your name will appear in the credits of the *Fellowship of the Ring* DVD. Sign up for two years ($70) and your name goes on the first two movies. And a three-year membership ($100) will get you a spot on the DVD editions of all three films. The first member? Elijah "Frodo" Wood.

MMM-HMM

Before there was *Sling Blade,* there was the 25-minute 1993 short film *Some Folks Call it a Sling Blade*, also starring Billy Bob Thornton. Now Vanguard is preparing to release the original short on a DVD all its own, with audio commentary by the original director, a "making-of" feature and further extras. Expect to see the version March 19, for a suggested retail price of $19.99.

HOLLYWOOD BANTER

'NSync will no longer be turning *Attack of the Clones* into *Attack of the Clowns*

'NSYNC NOT JEDIS AFTER ALL

Contrary to previous reports that George Lucas had finally slipped all the way to the dark side and cast members of 'NSync in *Star Wars: Episode II–Attack of the Clones*, we've recently learned that the footage has been cut. The New York *Post* reported that Lucas acceded to a request from his preteen daughters, who are big fans of the band, to cast them in the first place. Lucasfilm representative Lynn Hale told E! Online that Lucas's daughters "didn't have anything to do with it" and that the band's members, who are big Star Wars fans, asked producer Rick McCallum if they could appear in *Episode II*.

News that the scene had been cut came when 'NSync crooner Joey Fatone called into the Carson Radio Show with a quick announcement. "I'm going to make it officially known they dropped it because people made a big deal about it," he whined. "We stopped by the set and it was like a little small thing and we're not going to be in it, and I'm not going to comment on it anymore."

Rumor has it that the cut footage will be reinserted for the DVD release—if you're at all bothered by this news. We'd hazard a guess that you're simply relieved that the theatrical release won't be mired by their presence.

JANGO FETT IS REALLY COOL

Rick McCallum, producer of *Attack of the Clones*, told the Empire Online Web site that the upcoming prequel will have a villain to rival Darth Maul and Darth Vader: Jango Fett, the Mandalorian bounty hunter and father of Boba Fett. "He is the ultimate accessory dude," McCallum told the site. "Forget all the bullsh-t that we have today like color mobile phones. This dude knows how to party. He comes to it with everything."

As any fan knows, Boba Fett is the bounty hunter who appeared all too briefly in *The Empire Strikes Back* and *Return of the Jedi* and went on to become a fan favorite. Jango will be played by New Zealand actor Temuera Morrison, previously seen in *Once Were Warriors*. "He's my favorite," McCallum said of Boba's dad. "He's my dream, to have the ability to walk into a studio meeting with that gear on, and say, 'Dude, I've got an idea.' If one of those young punk studio execs starts with, 'Well, Rick ...' BOOM! I would just open up. I can't tell you what I would open up, but it would be brilliant."

www.empireonline.com

THE DIGITAL HULK

After much speculation about how the Incredible Hulk will be represented in Ang Lee's upcoming flick, Marvel head honcho Avi Arad has finally confirmed that it won't be either a very big man or a bunch of prosthetics, but will instead be computer graphics. "If the Hulk was human, in makeup or prosthetics, oh man, I wouldn't want to be there. The opportunities are greater than that. You wouldn't want to do *Jurassic Park* with hand puppets," Arad quipped on *E! News Daily*. Expect the CG models used in the movie to be shared with the team at Universal Interactive for the PS2 game in development.

www.eonline.com

24 HOURS OF HOPPER

Not quite 24 hours, as the series is already several hours in—but as we go to press, we hear that Dennis Hopper is in final negotiations to join the cast of *24* in a recurring role that will run through the series' conclusion. Hopper will take on the role of the man behind the program's plot to assassinate a presidential candidate. He could already be starring in the show by the time you read this.

www.cinescape.com

ZOMBIE'S CORPSES APPROACH

The future of Rob Zombie's *House of 1,000 Corpses* is still in flux, but it's starting to look like the probably NC-17 horror flick will be released this year. While talking to *Fangoria*, one of the film's stars, Bill Moseley, revealed that he was coming back to do additional reshoots for the project. These scenes are said to be extra-gory. In addition, Moseley said that at least one major, as yet unnamed studio, has reopened talks with Zombie for distribution rights for the film. It's possible they might be eyeing a late summer release for the movie.

AYKROYD IS OUT THERE

Dan Aykroyd's *Out There*, the Sci-Fi Channel's upcoming late-night interactive talk show, wants your help. Aykroyd, a self-described "believer" and lifelong paranormal nut, will host the half-hour, five-day-a-week series that just began production in New York City. *Out There* is scheduled to launch during the second quarter of 2002 and right now it needs you!

Sci-Fi has described the show as a cross between CNN's *Larry King Live* and PBS' *Charlie Rose*. It will act as a companion series to the channel's popular *Crossing Over With John Edward*. Guests will include Aykroyd's celebrity friends, professionals and members of the public who will discuss unexplainable phenomena like time travel through hypnotic regression, psychic detectives, numerology, hollow Earth theories, zero-point energy and the Hutchison Effect, sex and offspring with aliens, The Philadelphia Experiment, Big Foot, The Mothman and Spiritualism. To get your chance at being a call-in guest, contact outthere@www.scifi.com (yes, that is a weird-looking address, we know) and tell them your theories on these subjects. Check www.scifi.com for show subjects.

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Mild Violence
Mild Language

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RP

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ROUND 01
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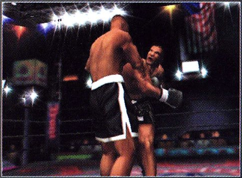

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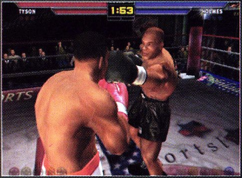

Take on all comers with 9 game modes and over 200 unlockables to build your own custom World Champion.

Screen shots taken from PlayStation®2 computer entertainment system game play.

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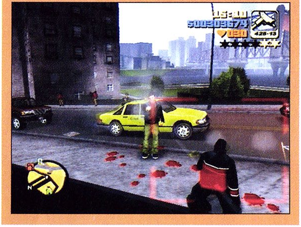
TOP 10 CHARTS

PS2 Top 10

Looks like the holiday season was filled with plenty of cheer, based on these top-selling games. Imagine scoring GTA3, MGS2 and Jak and Daxter all in one afternoon. The real puzzle, then? Finding the time to play through them all!

	Last Month	Title / Publisher	Rating
1	2	Grand Theft Auto III *Rockstar*	●●●●●

If this didn't appear in your Christmas stocking, you better hope your sweetie is gracious enough to make it your Valentine's Day gift. GTA3 is the type of adventure that makes owning a PS2 one of the great things of this nascent century. Just when you think you're having a bad day, you can plop this gem in and steal a nice car, run over a few gangsters—or whatever it takes to blow off steam. Beyond the violence, though, it's a true masterpiece that continues to tickle our funny bone and inspire our gaming imagination.



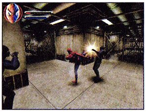
	Last Month	Title / Publisher	Rating
2	1	Metal Gear Solid 2 *Konami*	●●●●●
3	3	Tony Hawk's Pro Skater 3 *Activision*	●●●●●
4	5	Madden NFL 2002 *EA Sports*	●●●●◖

Football season's over, but we expect this game to make as much noise on the sales charts for the next few months as the St. Louis Rams' offense. Both are equal in brilliance and execution.

	Last Month	Title / Publisher	Rating
5	—	James Bond: Agent Under Fire *EA Games*	●●●●
6	—	WWF SmackDown! JBI *THQ*	●●●◖
7	4	NBA Live 2002 *EA Sports*	●●◖
8	—	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
9	8	Crash: Wrath of Cortex *Universal*	●●●◖
10	—	Jak and Daxter *Sony CEA*	●●●●●

Source: NPD TRSTS Video Games Service, mid-December 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Spider-Man	*Activision*
2	Virtua Fighter 4	*Sega*
3	Final Fantasy XI	*Square EA*
4	Soul Calibur 2	*Namco*
5	Tekken 4	*Namco*
6	Star Wars Racer Rev.	*LucasArts*
7	High Heat MLB 2003	*3DO*
8	Kingdom Hearts	*Square EA*
9	Stuntman	*Atari*
10	Medal of Honor: Frontline	*EA Games*

Japan's Top 10 PS2 and PS one Games

1	MGS2 (PS2)	*Konami*
2	Momotaro Train X (PS2)	*Hudson*
3	Gundam: Fed. vs. Z. (PS2)	*Bandai*
4	Dragon Quest IV (PS)	*Enix*
5	Crash Band. 4 (PS2)	*Konami*
6	Soccer Winning 11 5 (PS2)	*Konami*
7	Jak and Daxter (PS2)	*Sony CEI*
8	Maximo (PS2)	*Capcom*
9	Seaman (PS2)	*Ascii*
10	Pro Baseball 8 (PS2)	*Konami*

Top PS one Games with Chicks

1	Fear Effect series	*Eidos*
2	Tomb Raider series	*Eidos*
3	Final Fantasy series	*Square*
4	Danger Girl	*THQ*
5	V.I.P.	*Ubi Soft*
6	Pandemonium! 2	*Midway*
7	Knockout Kings 2000	*EA Sports*
8	Dead or Alive	*Tecmo*
9	Xena: Warrior Princess	*Ubi Soft*
10	Ms. Pac-Man Maze Mad.	*Namco*

Top 10-Selling Games, All Systems

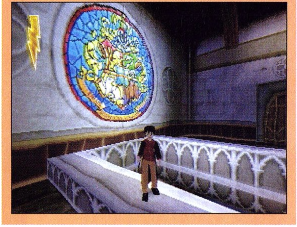
1	Grand Theft Auto III (PS2)	*Rockstar*
2	Super Smash Bros. (GC)	*Nintendo*
3	MGS2 (PS2)	*Konami*
4	Tony Hawk 3 (PS2)	*Activision*
5	Madden 2002 (PS2)	*EA Sports*
6	Harry Potter (PS one)	*EA Games*
7	Halo (Xbox)	*Microsoft*
8	007: Ag. Und. Fire (PS2)	*EA Games*
9	Pokémon Crystal (GBC)	*Nintendo*
10	Super Mario Adv. (GBA)	*Nintendo*

PS one Top 10

Desperate PS one owners are searching for the best new games, but the new games aren't the best ones anymore. What a shame, considering the system flew off the shelves this holiday season. But remember, there's no shame in revisiting the classics.

	Last Month	Title / Publisher	Rating
1	2	Harry Potter: Sorcerer's Stone *EA Games*	●●●

We're fairly certain J.K. Rowling, the author of the Harry Potter books, is currently sitting in front of her television, Dual Shock in hand, toiling away at Sorcerer's Stone. Or rather, she's at her writing desk tearing through yet another Potter novel. Or she's playing tether ball at her beachfront condo that was paid for with the cash earned off her ambitious little conjurer, considering more sorcery for a future book. Regardless, the game is selling like hotcakes, and like any good mum, we're sure she's aglow with pride.



	Last Month	Title / Publisher	Rating
2	1	Tony Hawk's Pro Skater 3 *Activision*	●●●●◖
3	3	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
4	7	SpongeBob SquarePants *THQ*	●●
5	5	Madden NFL 2002 *EA Sports*	●●●●◖
6	—	Rocket Power Team Rocket *THQ*	●◖

It seems THQ's cornered the market with its lame brand of kid titles. From the Rocket Power bunch to SpongeBob SquarePants, these guys just can't seem to get the kiddie genre quite right.

	Last Month	Title / Publisher	Rating
7	6	Driver 2 *Infogrames*	●●●●
8	—	Monsters, Inc. *Sony CEA*	●●●◖
9	—	Bob the Builder *THQ*	N/A
10	—	Gran Turismo 2 *Sony CEA*	●●●●●

Source: NPD TRSTS Video Games Service, mid-December 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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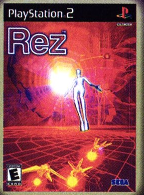
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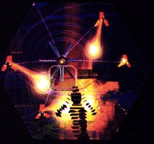

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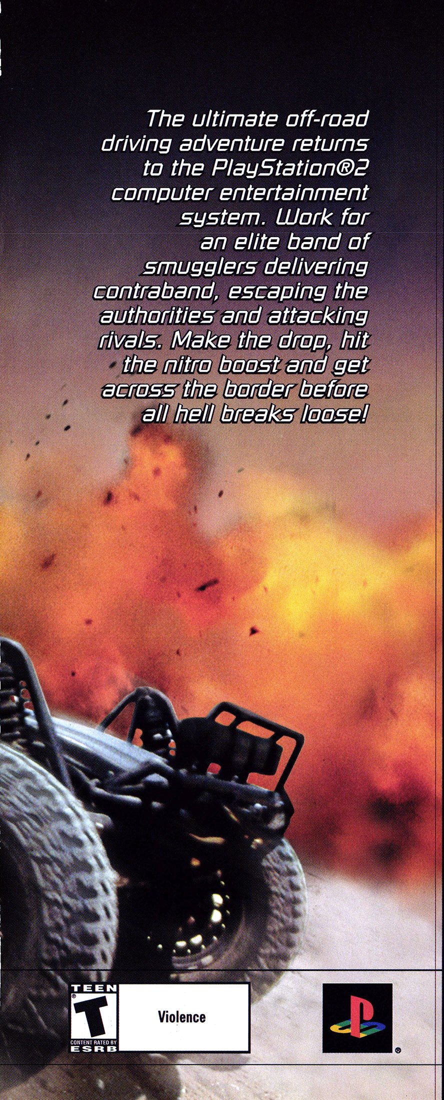

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TEEN

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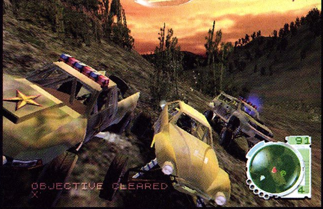
ESRB

Violence


OBJECTIVE CLEARED
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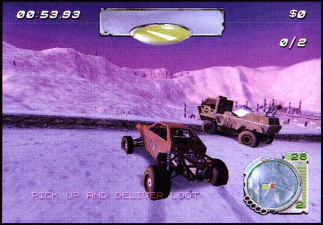
91
4

Race anywhere across the world's most hostile territories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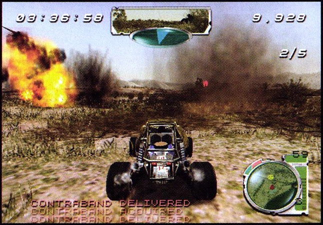
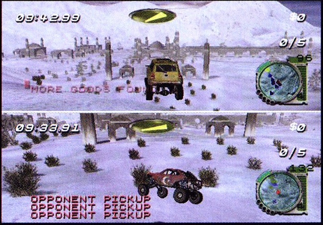
PICK UP AND DELIVER LOOT
2

Fully integrated plot increases the adrenaline and ups the stakes


03:36:58
9,928
2/5
59
CONTRABAND DELIVERED
CONTRABAND ACQUIRED
CONTRABAND DELIVERED

Deliver the goods through mine fields, avalanches and enemy crossfire!


09:42.99
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96
MORE GOODS FOUND
09:33.91
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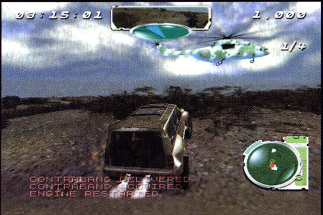
OPPONENT PICKUP
OPPONENT PICKUP
OPPONENT PICKUP

Outrun and outwit your enemies head-to-head in split screen multiplayer mode!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1/4
CONTRABAND DELIVERED
CONTRABAND ACQUIRED
ENGINE RESTARTED

6 all new mission types

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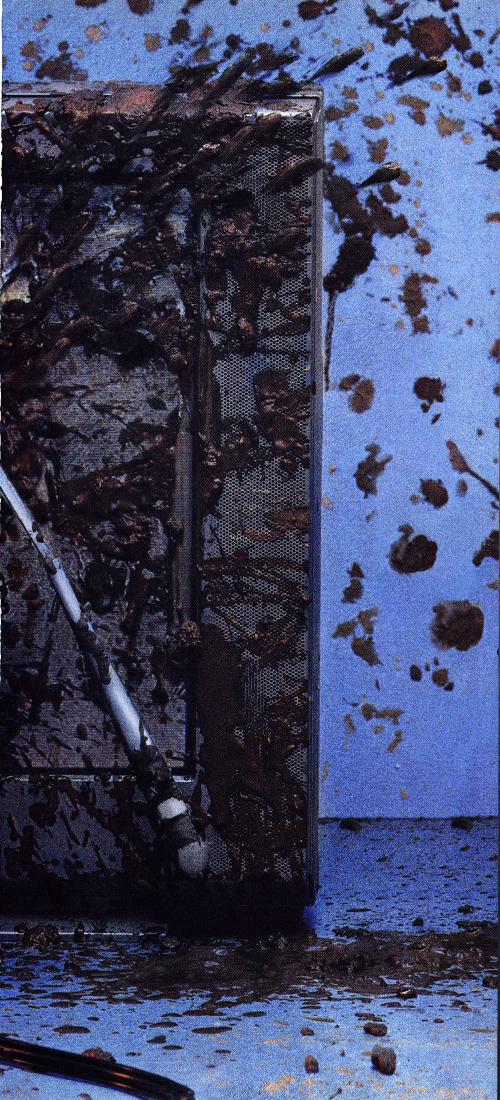

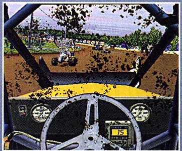

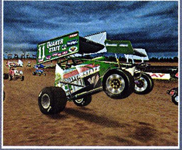

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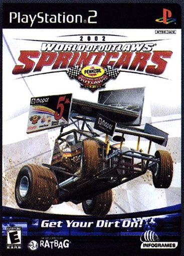
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WORLD OF OUTLAWS
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Get Your Dirt On!
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Coming Soon

PLAYSTATION 2

February

Caesars Palace	Rockstar	Casino
Commandos 2	Eidos	Strategy
Deus Ex: The Conspiracy	Eidos	FPS/RPG
ESPN NBA 2Night 2002	Konami	Sports
Evil Twin	Ubi Soft	Action
Herdy Gerdy	Eidos	Action
Maximo: Ghosts to Glory	Capcom	Action
MS Gundam: Zeonic Front	Bandai	Strategy
No One Lives Forever	Sierra	FPS
Pac-Man Fever	Namco	Party
Pac-Man World 2	Namco	Action
Pirates: Legend/Black Kat	EA Games	Action
Run Like Hell	Interplay	Action
Star Trek: Shattered Universe	Interplay	Action
Star Wars: Racer Revenge	LucasArts	Racing
Top Angler	Xicat	Fishing
Trophy Bass	Sierra	Fishing
V.I.P.	Ubi Soft	Action
Virtua Fighter 4	Sega	Fighting
World Tour Soccer	Sony CEA	Sports
Woody Woodpecker	DreamCatcher	Action
Worms Blast	Ubi Soft	Puzzle

March

All-Star Baseball 2003	Acclaim	Sports
Blood Omen 2	Eidos	Adv.
Britney's Dance Beat	THQ	Rhythm
Conflict Zone	Ubi Soft	Strategy
E.O.E.: Eve of Extinction	Eidos	Action
Freekstyle	EA Big	X-Sports
Hot Shots Golf 3	Sony CEA	Sports
Jimmy Neutron: Boy Genius	THQ	Action
King's Field: Ancient City	Agetec	RPG
Knockout Kings 2002	EA Sports	Sports
The Lost	Crave	Adv.
Mad Maestro	Eidos	Rhythm
Mat Hoffman's Pro BMX	Activision	X-Sports
Medal of Honor: Frontline	EA Games	FPS
MLB 2003	Sony CEA	Sports
Monster Jam	Ubi Soft	Action
Mr. Mosquito	Eidos	Action
Need for Speed: Hot Pursuit 2	EA Games	Action
Pryzm: The Dark Unicorn	TDK	RPG
Rally Simulation	Ubi Soft	Racing
Rayman Arena	Ubi Soft	Action
Sled Storm	EA Big	X-Sports
Star Wars: Jedi Starfighter	LucasArts	Shooter
Tiger Woods PGA Tour '02	EA Sports	Sports
Transworld Surf	Infogrames	X-Sports
Triple Play 2002	EA Sports	Sports
The Weakest Link	Activision	Trivia
World of Outlaws	Infogrames	Racing
WTA Tour Tennis	Konami	Sports

April

Akira Psychoball	AIA	Pinball
Aliens: Colonial Marines	EA Games	Action
Barbarian	Titus	Fighting
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Spider-Man	Activision	Action

May

Armada 2	Metro3D	Action
Street Hoops	Activision	Sports
Test Drive	Atari	Racing

Future Releases

Army Men RTS	3DO	Strategy
Blade 2	Activision	Action
Defender	Midway	Action
Downforce	Titus	Racing
Dragon's Lair 3D	Encore	Action
Ecco the Dolphin	Sega	Action
Fatal Frame	Tecmo	Adv.
Final Fantasy XI	Square EA	RPG
Kelly Slater's Pro Surfer	Activision	X-Sports
Kingdom Hearts	Square EA	RPG
Legion: Legend of Excalibur	Midway	Strategy
Looney Tunes: Space Race	Infogrames	Racing
Mike Tyson H'weight Boxing	Codemasters	Sports
Mortal Kombat	Midway	Fighting
Onimusha: Warlords 2	Capcom	Adv.
Prisoner of War	Codemasters	Adv.
RoboCop	Titus	FPS
Romance of 3 Kingdoms VII	Koei	Strategy
Savage Skies	TBA	Shooter
Smash Court Tennis	Namco	Sports
Soul Calibur 2	Namco	Fighting
Space Channel 5	Sega	Rhythm
Space Channel 5 Part 2	Sega	Rhythm
Star Ocean 3	Enix	RPG
Stuntman	Atari	Action
Simpsons Skateboarding	EA Games	X-Sports
Suikoden III	Konami	RPG
Taz Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
Tenchu 3	Activision	Adv.
The Terminator	Infogrames	Action
The Thing	Universal	Adv.
TimeSplitters 2	Eidos	FPS
Tiny Toons: ACME Invasions	Conspiracy	Action
UFC: Throwdown	Crave	Fighting
Wild Arms 3	Sony CEA	RPG

PS ONE

February

Largo Winch	Ubi Soft	Action
Peter Pan: Neverland	Sony CEA	Action
X-Bladez: Inline Skater	Crave	X-Sports

Future Releases

Black & White	TBA	Adventure
Creatures	Conspiracy	Action
Delta Force: Urban Warfare	NovaLogic	FPS
Dragon Warrior IV	Enix	RPG
Hidden & Dangerous	Take 2	Action
Hooters Road Trip	Ubi Soft	Racing

VIRTUA FIGHTER 4

HANDS-ON PREVIEW

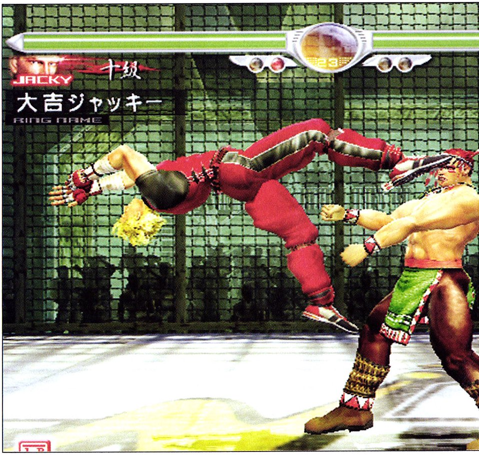
Sega's big game is just about ready—are you?

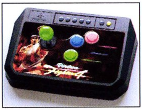
By the time you read this, lucky Japanese gamers will already have **Sega**'s magnificent fighting game running on their PS2s. Yes, you read correctly: Virtua Fighter 4 is out in Japan. But thankfully, its U.S. release is close—**March** to be exact. And in order to get you prepared for the mammoth fighter, we've decided to give you a rundown of what to expect when the game hits.

As most of you know by now, Sega's biggest fighting game franchise is heading to a Sony platform for the first time—which is a huge deal. But it's also a rebirth of sorts for the series, which sort of went astray five years ago with part 3 (it was likely geared a little bit too much to the fighting game purist, as it took ages to master). Creator Yu Suzuki has stated that Virtua Fighter 4 is more of an extension of part 2 than the most recent sequel, and that one of his main personal goals was to make the game better than Namco's Soul Calibur. When you take a look at the gameplay of Virtua Fighter 4, it's easy to see how these comments come into play—the game definitely does feel more like Virtua Fighter 2, but at the same time it's much faster. Combos are a bit easier to pull off, and gone is the evade button. Basically, it's everything fans loved about Virtua Fighter 2 and 3, but presented in a way that'll appeal to more gamers.

It also looks really damn good. Sega's AM2 division has worked wonders to create a PS2 offering that appears essentially exact to its $5,000 arcade equivalent. It's stunning how close the two versions appear, down to the hi-res graphics and 60-frames-per-second framerate.

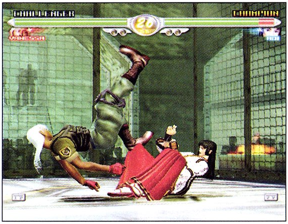
The home version of Virtua Fighter 4 also comes with a bevy of extras. For example, Kumite mode offers a variation on a survival mode, where you battle against enemies that bear the names of the game's creators and can pick up items that may alter the appearance of your characters. Or simply hone your skills in the several training and replay modes (even one that actually suggests moves as you fight). Not enough info for you? Just tune in to next month's feature....





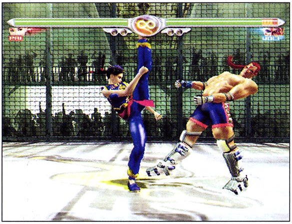
Arcade Control

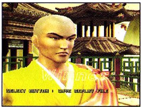
Though there's no word yet if the pad will ever make it to the U.S., lucky Japanese gamers are currently enjoying this special Virtua Fighter PS2 arcade stick from Hori.

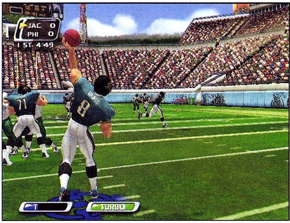


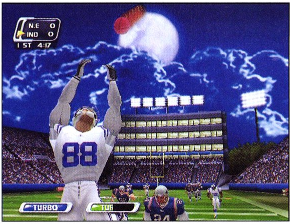
The Fighters

Unlike many other fighting game series, which change many of their characters for each sequel, the Virtua Fighter posse has remained essentially the same throughout. VF4 keeps this tradition alive with only a few newcomers. Here's the complete lineup: Lion Rafale, Kage-Maru, Akira Yuki, Jacky Bryant, Sarah Bryant, Lau Chan, Pai Chan, Wolf Hawkfield, Jeffrey McWild, Shun-Di, Aoi Umenokouji, Lei-Fei and Vanessa Lewis.



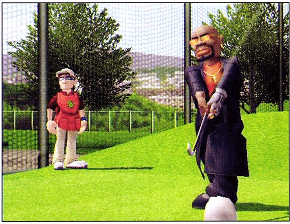






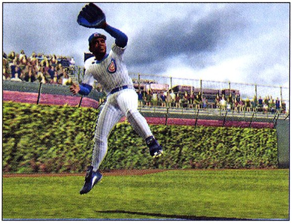
NFL Blitz 20-02

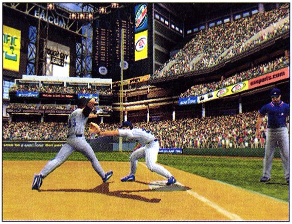
For hardcore football fans, Sundays in **February** are a lonely lot. What to do with the time? You've wasted autumn by watching football, and now winter has designs on scribbling frostbite on your exposed parts. The good part: With the season over, it's a prime time to invest in **Midway**'s next-gen Blitz. One thing that intrigues us: The PS2 has more power than the original Blitz arcade machine—which means a graphical delicacy likely awaits.



Hot Shots Golf 3

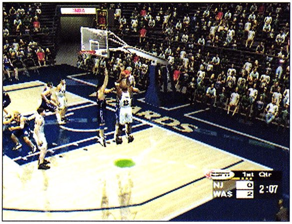
It's almost time for the newest installment in gaming's greatest golf series to hit stores, and we've recently learned a few tasty new tidbits about the game. Most intriguing are the new "Hot Shots Points," rewarded for particularly exceptional shots in all areas of the course. These points can then be traded in for enhanced equipment or improved skills. Will this be the first golf RPG? Start putting together your foursome now—**Sony** releases this one in **March**.





Triple Play 2002

Our reservations exceed our expectations this year for **EA Sports'** Triple Play 2002. Last year we were sucked in by the dynamic camera and rich graphics until we realized the players were squatty and the baseball was more diluted than the Devil Rays' pitching staff. This **March**, there's the promise of more glitz and glamour, including more mapped faces, play-by-play by the expertly chosen Bob Costas, and a new home run derby. If you like arcade baseball, stay tuned.



ESPN NBA 2Night 2002

Last year we said **Konami**'s b-ball laid the groundwork for a successful franchise. Now, we'd like to boast about our prescience by saying we told you so (even though you probably didn't care enough to argue otherwise). This **March**, expect fine gameplay and graphics, despite an unfortunate lack of special moves. One could easily argue that this tops NBA Live. But then NBA 2K2 is the game to beat. ESPN presentation helps, but not as much as Stuart Scott's classic quips. Booyah!

ARMY MEN RTS

HANDS-ON PREVIEW

Get this—it's not bad at all

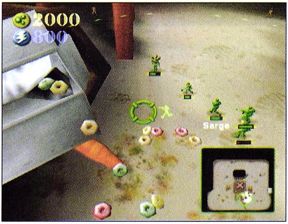
Anyone left with a bad taste in their mouth from the *many* past Army Men games might just be pleasantly surprised by this upcoming installment. *OPM*'s Sam Kennedy sure was.

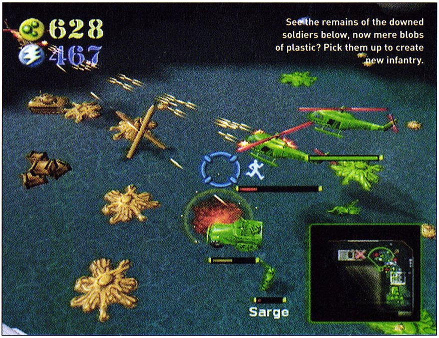
Now taking the franchise in the direction it should have from the start, **3DO** finally is developing an Army Men real-time strategy (RTS) game. Well, the company actually hired **Pandemic** to do the honors—but it was a wise decision, as the studio previously handled Dark Reign 2, a hit RTS on PC.

It's such a wonderful surprise to see how well the Army Men universe lends itself to the RTS style of gameplay—it's quite charming, actually. The vast array of Army Men characters and vehicles naturally work well, but it's the little touches that really make the game cool. For example, plastic is the material used to build up bases and new infantry, so you must scour surroundings to look for anything to draw from. A squirt gun, an action figure—whatever happens to be lying around. Then there are the cool settings, such as a kitchen or even a train set (your missions take you through an entire house). You might just find yourself hooked when it's released this **March**.

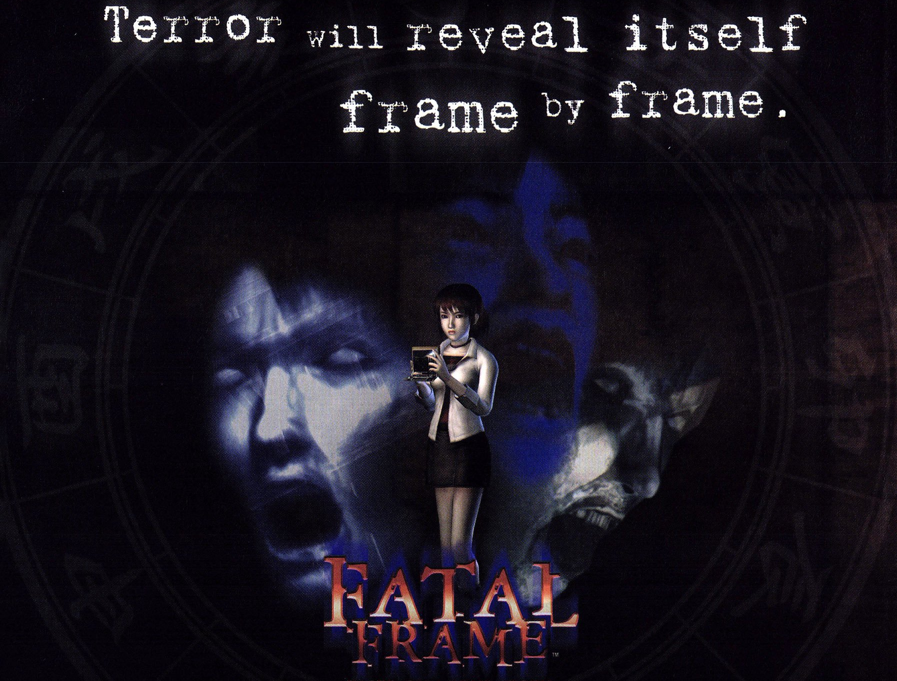
329
916
Chopper

Mission 6
Courage Under Groceries





See the remains of the downed soldiers below, now mere blobs of plastic? Pick them up to create new infantry.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PlayStation®2

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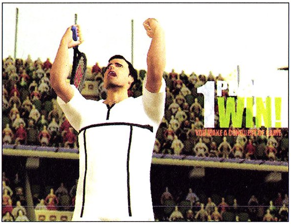
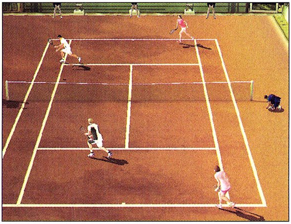
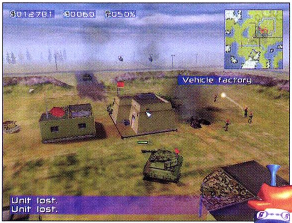




Smash Court Tennis: Pro Tournament

The upcoming deluge of PS2 tennis games continues when **Namco** throws its racket into the fray this **spring**. Volley it up in each of the four major tournaments (Wimbledon included) as one of eight top-ranked pros from around the world, like Andre Agassi, Patrick Rafter, Martina Hingis, Monica Seles and Anna Kournikova. You can also dust off your Multitap for four-person doubles matches.



Conflict Zone

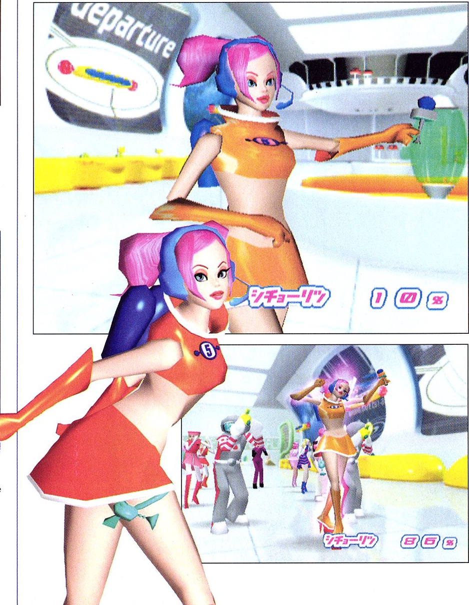
Although purely fictional, **Ubi Soft**'s new PS2 real-time strategy game features a storyline not unlike those reported in the papers today. A secret global organization called GHOST is threatening world peace by creating a crisis, and the major world superpowers have come together to form the ICP (that's International Corps for Peace...not Insane Clown Posse). Play on whichever side you choose and battle through 16 different missions. Look for it this **summer**.

SPACE CHANNEL 5

Sega aims to have PS2 owners saying, "Ulala!"

When Space Channel 5 debuted on Dreamcast about a year and a half ago, **Sega** had high hopes for it. However, despite such a savvy star as Ulala and a huge marketing campaign that included featuring her as the MTV Movie Awards' virtual hostess (the game wasn't so bad either), it simply failed to sell very well. But now that Space Channel 5 heads to PS2 this **spring** (along with a sequel soon after), Sega introduces Ulala and friends to a much larger audience—and, the company hopes, finally has the chance to turn the game into the huge hit it deserves to be.

Don't expect an enhanced version full of upgrades and bonuses, though—this is a straight-up port of the Dreamcast offering. As our favorite pink-haired news journalist from the 25th century, it's your job to fight off an alien invasion the only way you know how—dance, dance, dance. By perfectly mimicking the steps of the jig-happy (yet inherently evil) Morolians with timely button presses, you can free those they hold captive. As the game progresses, the liberated masses show their support by standing behind you and shaking their booties as well. Stick it out through all four stages and free the ultimate dancer—none other than Michael Jackson himself.



THE WORLD'S DEADLIEST SPY JUST GOT DEADLIER.

The Best First Person Shooter of the Year* is now on the PlayStation® 2 computer entertainment system, with over 60 levels of hard-core gaming adventure. You'll discover four new levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?

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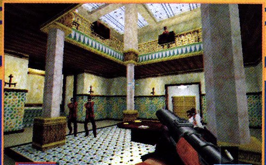

TEEN
T
CONTENT RATED BY
ESRB

Comic Mischief
Mild Language
Violence

PlayStation 2 MONOLITH FOX INTERACTIVE SIERRA

*Computer Gaming World, 2000

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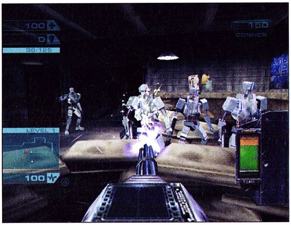
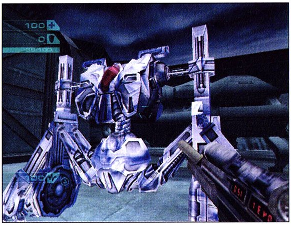
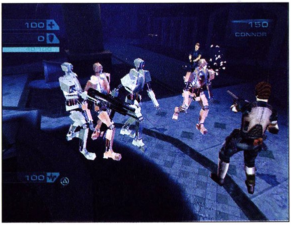
TERMINATOR

Kick a little T-400 butt

Set in the war-torn battlegrounds of the year 2029, this **June** release from **Paradigm** (Spy Hunter) and **Infogrames** uses *The Terminator's* story as a backdrop for all-out action gameplay. Placing you in control of hero Kyle Reese (and, for certain portions, a female resistance operative named Catherine Luna, plus one other yet-to-be-revealed character), you must blast your way through hordes of Skynet-created enemies. The pace is comparable to Devil May Cry, although situations exist in which stealth comes into play, where wits prove more important than firepower. Helping civilians benefits you as they reciprocate with aid, and also remember to keep a close eye on your surroundings—you can use the environments to your advantage. Nothin' like crumbling a pathway so that Terminators can't pass through!







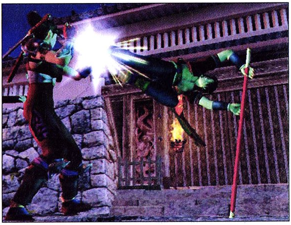
SOUL CALIBUR 2

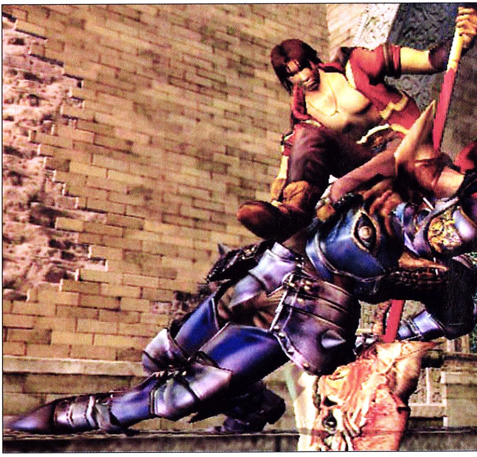
Namco gives itself a run for its own money

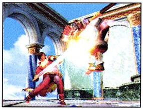
Even though Soul Calibur 2 won't land on PS2 until well after Tekken 4 hits, we know you're still aching for some more shots of this promising fighter. Both sequels have "Huge **Namco** Hit for 2002" written all over them, but the *OPM* staff's attention points largely toward SC2. After all, with a much longer development cycle than the original—not to mention better hardware to run on—SC2 has all the makings of another fighting game champ. And we simply can't wait for Namco to talk more about it.

Unfortunately, for the time being Namco remains relatively quiet about the game, so new facts remain scant. We have heard, though, that SC2 greatly expands upon the original game's ability to unlock the third plane of movement. This time around, you can run around in 3D much more easily than in the original, and running itself proves increasingly integral to the fights. In fact, some of the game's new characters expand the need to move around quickly, and many feature a slew of new moves that differ a bit from those of the previous set of characters—this is said to help change the sequel's tempo and feel.

There's still no word on when SC2 will ship, but **fall** seems possible. Keep those fingers crossed.





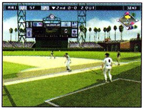


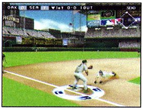
HIGH HEAT MLB 2003

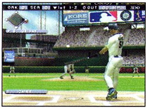
Console baseball's first grand slam

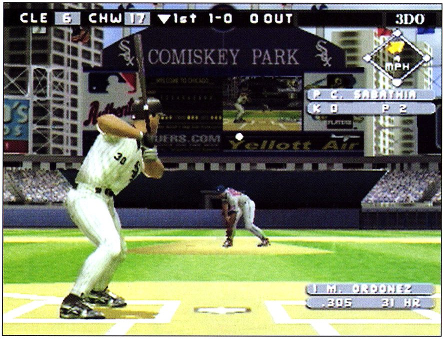
For baseball fans who obsess over numbers like .400, 190, 56 and, now, 73, **3DO**'s High Heat is the only game that matters. It's a hardcore baseball fan's dream come true. It's perfect for the baseball fan who believes in hitting to the right side. Throwing an 0-2 slider in the dirt. The noncontraction of the Minnesota Twins. This is already PS2's best baseball game, and now it has free agents, home run derby, a player editor, a fantasy draft and create-a-player. Plus, there's a fun two-on-two showdown that plays a lot like stickball or some backyard game without baserunning.

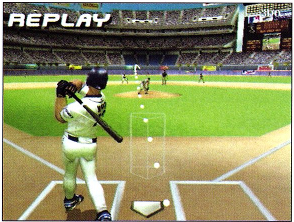
Tuning menus are the real prize this season, though, as you can now adjust everything, including pitch velocity. Don't like the baserunner's speed? Adjust it. Think the ball comes in too slowly? Tune it. You can now tailor the game to what you think baseball should be. Crisper, cleaner, richer graphics perfectly represent everything on screen, including batting stances and pitching motions that brilliantly replicate a real simulation feel. Sadly, the animations still seem limited, the scoreboard doesn't work yet, and the outfield flags seem to ignore the way the wind really blows. Hopefully, it'll all be in order when the ump yells, "Play ball!" in **March**.

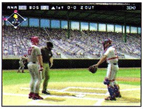


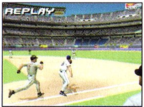


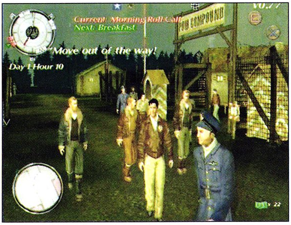


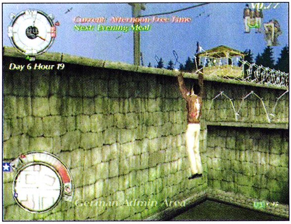






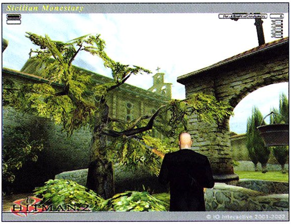






Prisoner of War

With **spring**'s Prisoner of War, **Codemasters** takes us back to World War II, within the confines of four German POW camps. As a different Allied prisoner in each camp—one British, one French, one Dutch and one American—you have only one thing on your mind: escape. Use each character's individual strengths (athleticism, stealth, espionage, charm and linguistics) to achieve your goal and meet up with the others to lead a daring breakout at Colditz Castle.



Hitman 2: Silent Assassin

You: a genetically engineered hired gun. Them: high-ranking officials and people of influence throughout Sicily, Russia, Japan, Malaysia and India. Your job: Eliminate them. Oh, and don't get dead. **Eidos'** sequel to the moderate PC hit will allow you to employ a wide variety of high-tech weapons as you attempt to make your hits with as little collateral damage as possible, using stealth—including disguises picked up from the locals—and skill. Your mission begins this **spring**.

TEST DRIVE

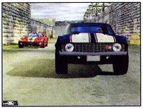
HANDS-ON PREVIEW

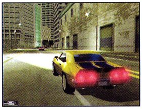
A 14-year drive approaches its newest destination

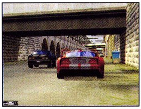
Test Drive is one of the longest-running series in gaming. The first title came out over 14(!) years ago on PC, and this **March**, **Infogrames** brings the original franchise to the next generation. This new version, simply titled Test Drive, introduces real-world locations into the mix, along with the expected selection of top-of-the-line performance vehicles.

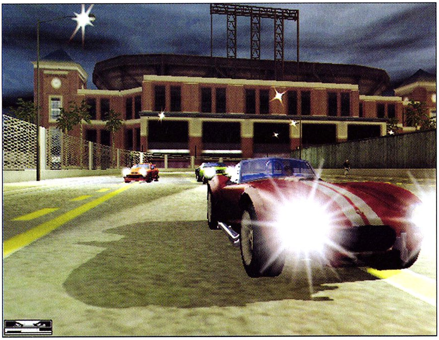
Here's just a small sampling of the 20-plus vehicles with which you'll be able to race on the streets of San Francisco, London, Monaco and Tokyo: Aston Martin db7; Chevrolet Z06 Corvette and '69 Corvette; Dodge Charger, Viper and Viper Concept; Ford Mustang SVT Cobra R; Lotus Elise; Nissan Skyline; and Shelby Cobra.

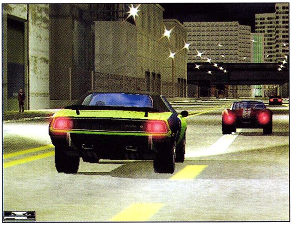
But don't expect these to be represented as realistically as in, say, Gran Turismo. This game, as with most of the Test Drive games, focuses on arcade entertainment over exacting simulation. It requires some hair-trigger driving on your part, as you dodge and weave to avoid the nasty pileups that have become one of the hallmarks of the series in recent years—so don't get distracted by details like the recognizable landmarks or the sunsets glaring in your eyes.

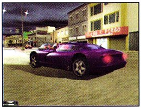












Preorder Watch

STORE	PREORDER	PRICE	SHIP DATE
Amazon.com	N	N/A	N/A
Buy.com	Y	$48.99	3/27/02
EBgames.com	Y	$49.99	5/4/02
GameStop.com	N	N/A	N/A
Microplay.com	N	N/A	N/A

all data as of 1/8/02

ESRB Rating System: www.esrb.com

EARLY CHILDHOOD
TM
eC
CONTENT RATED BY
ESRB

EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE
TM
E
CONTENT RATED BY
ESRB

EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN
TM
T
AGES 13+
CONTENT RATED BY
ESRB

TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE
TM
M
AGES 17+
CONTENT RATED BY
ESRB

MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY
TM
AO
CONTENT RATED BY
ESRB

ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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COMPUTER GAMING WORLD

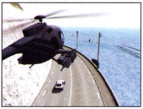
STUNTMAN

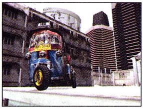
Live out those *Hooper* fantasies

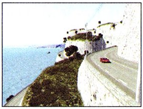
"You play the part of a stuntman for hire," **Reflections** studio head Martin Edmondson tells us about his new game, set to be released by **Infogrames** under the **Atari** brand this **summer**. "Your goal is to improve your status, earning recognition by performing successful stunts for movies. You start out on low-budget productions and progress through to high-drama, high-budget, high-profile Hollywood action movies.

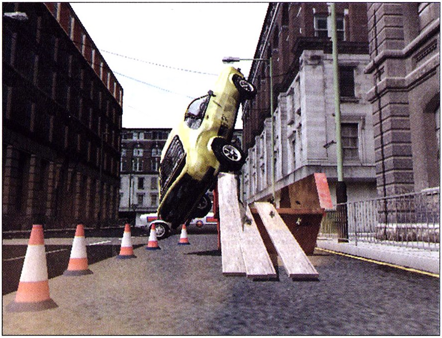
"Each stunt consists of a series of clearly defined objectives," he explains, "which can range from a simple 180-degree spin in front of a building, to avoiding oncoming traffic, to perfectly timed jumps, collisions and dramatic crashes.... If the stunt is deemed to have been sufficiently successful, the player will progress to the next stunt. Successful completion allows the player access to new 'toys' to use within the Stunt Arena. When the player has completed a movie, the sequences which you have recorded are automatically edited into a theatrical trailer."

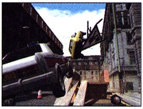
If you think this sounds cool, and you agree with us that these screenshots look seriously sweet, we're sure you'll be even more excited when you realize that Reflections is the team responsible for the ambitious and much-loved Driver games on PS one. If they were anything to go by, we're assured some excellent handling dynamics to the numerous vehicles that Stuntman offers.

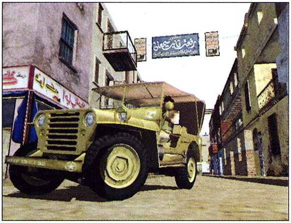












TEKKEN 4

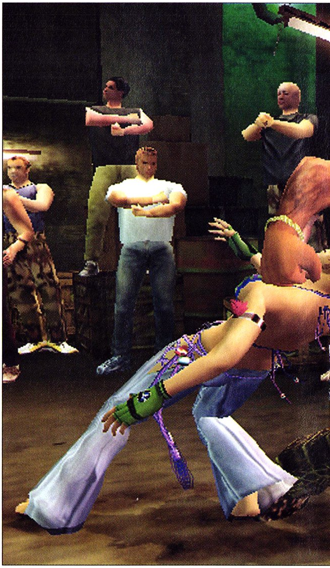
The new king of fighters?

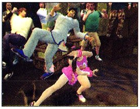
Set for release in Japan in March, **Namco**'s latest entry in the Tekken series could well put an end to the "who's the king of the ring?" contest. Or could it? 2002 is going to be a big year for fighting games, and some would say that it's about time. With Virtua Fighter 4 hitting in March, followed by Tekken 4, Soul Calibur 2, Mortal Kombat and many others to follow, it looks like a lot of old favorites will be fighting for our attention.

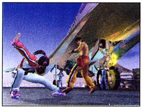
What does Tekken 4 have that the others don't? Aside from a long history of association with the PlayStation format, and a host of much-loved characters, it's also looking to shake things up with a very different style of gameplay.

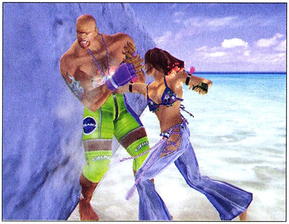
"In order for players to enjoy our game, we set a variety of situations, such as very limited space (like a room) or a very wide environment (like an airport)," Tekken 4 director Masahiro Kimoto tells us. "Depending on the character you choose, a stage can give you an advantage or a disadvantage. For example, in a very limited space, you can utilize the walls for a combination attack. On the other hand, in a wide space, you would have to change your style by keeping a distance from the opponent, running about, or making combos in the air."

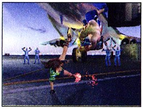
Still no official word on a U.S. release date, but from the rumors we've heard, it should be sometime this **fall**.

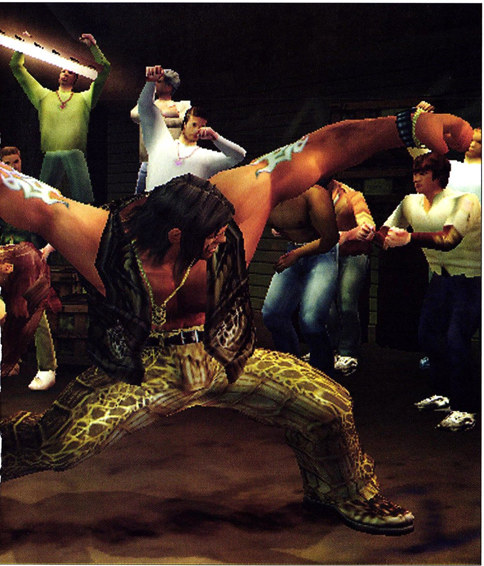


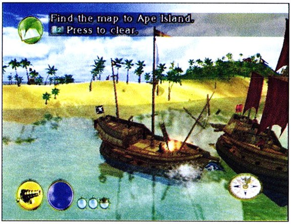


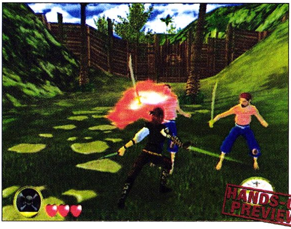








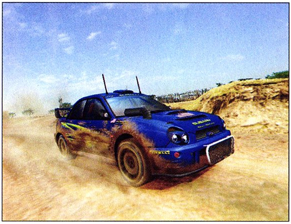




HANDS-ON PREVIEW

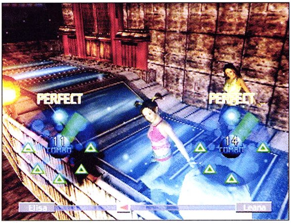
Pirates: The Legend of Black Kat

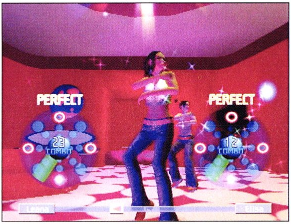
We've waited quite awhile for more on this **EA Games February** release, formerly known as Pirates of Skull Cove. But now that we've fooled around with it a bit, let's just say that it fails to shiver our timbers in its current state. Most of the action takes place with you controlling Katarina de Leon (a.k.a. Black Kat) through a run-of-the-mill third-person action game. Sea battles help bring something new to the mix, but **Westwood** certainly has some control refinement to do.



V-Rally 3

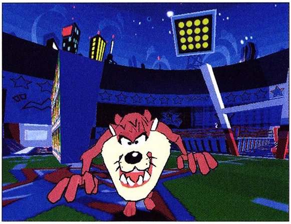
If you're American, you probably show no interest whatsoever in rally racing. Cool as it may be, that's just a fact of life. Still, it seems the games industry wants to change that with so many great rally games on tap for the near future. **Infogrames'** V-Rally series has met mixed reactions in the past, but this third outing looks absolutely spectacular. How it will compare to Colin McRae Rally 3.0 and Sony's own WRC remains to be seen. Now, repeat after us: "Rally racing is good."





Britney's Dance Beat

Think Britney Spears meets the Bust-A-Groove games and you'll have a pretty good idea of what **THQ**'s Dance Beat is all about. The game requires you to perform button combos in time with Britney's tunes as you work your way to the ultimate prize: a dance on stage with the pop princess herself. Featuring all sorts of unlockables, ranging from live Britney videos to 3D interactive ones, Dance Beat should surely please fans of the pop superstar when it hits in **March**.



Taz Wanted

He's appeared as a tattoo on many a drunken fratboy's shoulder—and now he's even got a PS2 game all his own! Yep, we're talking about Looney Tunes' snarling marsupial, who spins his way onto a PS2 this **May** courtesy of **Infogrames**. You'll need to use all of Taz's signature moves to escape from the clutches of Yosemite Sam. And from what we've seen, the cel-shaded graphics do a great job of capturing that clean, iconic look of the Looney Tunes cartoons.

HERDY GERDY

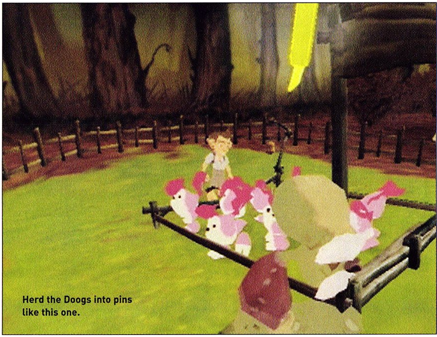
HANDS-ON PREVIEW

Your own personal animated adventure

A quick look at the screens below and one thing rings obvious: You've never seen a game like Herdy Gerdy before. Cute characters combine with a great pastoral ambience (bunnies hop around, cows graze, moles dig into the ground, and more) and, most importantly, a unique graphical style to realize **Core Design**'s vision of a 3D Disney-like cartoon. One that you can actually play.

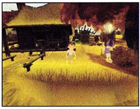
In some ways, the gameplay of Herdy Gerdy resembles that of any other 3D platformer—you know, lots of running, jumping and collecting things (in this case, bells). But the similarities end there for the most part. As our young hero, Gerdy, much of your success hinges upon your ability to, well, herd. (Get it? Gerdy is "herdy.") It all centers around a story in which Gerdy's father, the most talented herder in the land, is cast into a deep slumber by Sadorf, the Master Herder. Sadorf fears losing his title to Gerdy's father at this year's annual herding competition, and with Pops now out of the way, he has only one competitor to worry about: the untested young Gerdy himself.

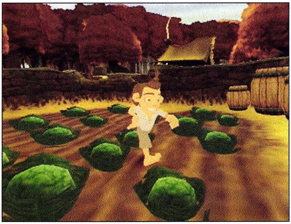
In its current state, Herdy Gerdy certainly catches your eye and holds your interest with its unique gameplay. Let's just hope the shoddy framerate can be fixed by the time **Eidos** releases it this **March**.



Herd the Doogs into pins like this one.

I gotta find Grandma. My dad won't wake up





Preorder Watch

STORE	PREORDER	PRICE	SHIP DATE
Amazon.com	Y	$49.99	3/18/02
Buy.com	Y	$48.99	2/20/02
EBgames.com	Y	$49.99	2/1/02
Eidos.com	Y	$49.99	Winter
GameStop.com	Y	$49.99	2/15/02

all data as of 1/8/01

SLED STORM

HANDS-ON PREVIEW

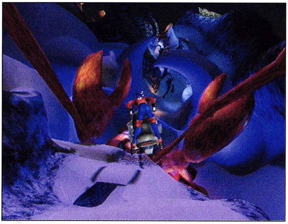
Partly cloudy with a chance of SSX

Well. This is a bit unexpected. Last time we saw Sled Storm, it looked like a higher-res, higher-framerate version of its PS one counterpart. But in the months since E3, this snowmobile racer apparently went back to the drawing board in a Big way. An **EA Sports Big** way.

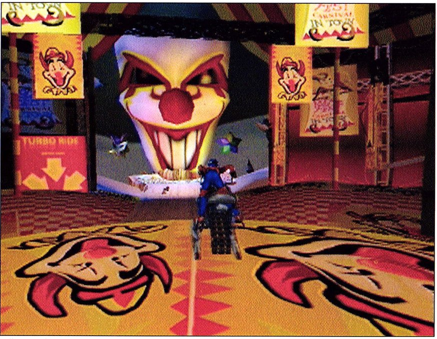
Whereas the original game featured realistic courses and handling, this overhaul has thrown all that out the window. Based on the three playable courses and two playable characters provided in the preview demo we just received, Sled Storm is now far less sim and far more SSX. In fact, with the colorful, flashy course design and the outlandish characters, Sled Storm basically plays like SSX with a motor. Heck, some characters even appear across both games.

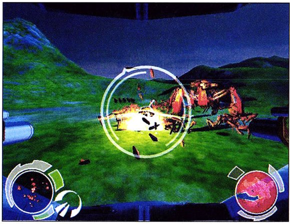
Now, SSX and SSX Tricky are both great games. And we understand the idea of offering a unified theme across these different games for the sake of maintaining brand focus and whatnot. But, well, we *liked* the first Sled Storm. A lot. And we can't help but feel disappointed in the direction this new incarnation appears to be taking. Of course, that's not to say it's unplayable or anything. In fact, even now it's a pretty entertaining game in its own right, drawing on the character-rivalry system of Tricky and using the greater range and accessibility of the motorized sleds to capitalize on the exploration element that is such a treat in both SSX games. So while the seven tracks may not seem like such a mind-boggling number, the practically limitless variety of paths should make for a good amount of replayability. And, as should be expected in a game derived from SSX, the graphics and framerate are exceptional, even at this early stage.

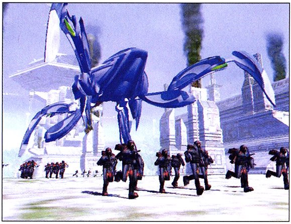
Disappointed though we may be with the new direction of the game, we're really eager to see the other four tracks, to kick in the two-player competition, to explore all the nooks and crannies of the three tracks we have seen, and to check out the huge selection of new tricks. And you'll get a chance to do the same thing when the game hits stores in **March**.



POSITION 4/5
POINTS 0
TIME 26773
STORM

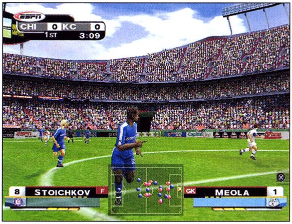






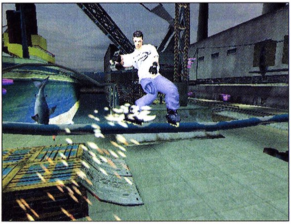
Battle Engine Aquila

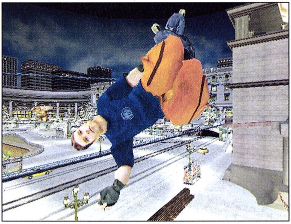
From U.K. developer **Lost Toys** comes this seriously cool-looking sci-fi first-person shooter. Taking place in a future where drastic climate changes have caused the world to be overrun with water, dry land has suddenly become a valuable commodity—and one worth fighting for. As a member of an army unit, your arsenal includes a team of mechs which must fend off invading forces. **Infogrames** is handling the publishing duties and plans to release the game **late this year**.



ESPN MLS Extra Time 2002

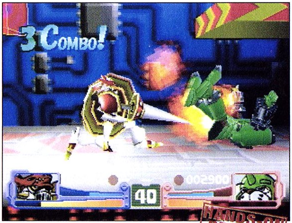
EA Sports' FIFA is about to get a serious challenge from the latest in the acronym-heavy **Konami** series. With a pedigree that includes the franchises Winning Eleven (big in Japan) and ISS (big in Europe and, for a while, here), it seems safe to assume that ESPN MLS (blah, blah, blah) has a very good chance of being the definitive U.S.-centric soccer sim when it's released in **March.** The recently released U.K. version, Pro Evolution Soccer, has certainly received rave reviews.





Chris Edwards Aggressive Inline

Craving an inline game on your PS2? **Acclaim**'s hoping as much, and this **summer** it aims to put the nearly dying inline fad into game form for all the hangers-on. You'll have the chance to play as one of eight pro inline skaters you've never heard of, bearing names for the nimbly tongued: Eito Ysutoko, Jaron Grob and Taig Khris. There are nine levels, a park editor, 10 different multiplayer games and a soundtrack that features Limp Bizkit, Black Sheep and Saliva.



HANDS-ON PREVIEW

Digimon Battle Arena

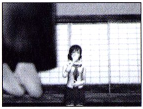
Not to be outdone by the success of the GameCube's Super Smash Bros. Melee, **Bandai** is rounding up its most popular Digimon characters from all three seasons of the cartoon and setting them head-to-head in a test of strength, skill and cunning. Multilayered arenas provide for a variety of combat settings, and a "Digivolved" version of each combatant allows for a temporary, across-the-board power-up. Two players can battle when the game is released in **late February**.

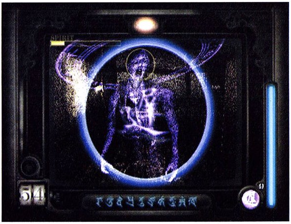
FATAL FRAME

HANDS-ON PREVIEW

Picture this

Formerly known as Project 0, **Tecmo**'s Fatal Frame creeps our way this **March**, offering a photo-fetish twist on the survival-horror genre. As the lovely Miku, an amateur photographer with a spirited sixth sense, you'll explore the ancient haunted Himuro Mansion in search of your effeminate journalist brother, who is investigating the mysterious decapitation deaths of previous journalists to enter the mansion (is the developer hinting at something here?). Miku's psychic perception reveals a house full of horrifying ghosts that lead her to investigate the grisly murders committed within the mansion. Armed with just an antique camera and a flashlight, your only option is to annihilate the wraiths with flash photography. Fatal Frame's artistic film-noir visuals, complete with ghostly flashbacks and black-and-white sequences, create a continuous tension that makes Silent Hill feel like Disneyland. You'll spend your time creeping along hallways, "flashing" ghosts, solving puzzles, and seeking Kirie, the spirit leader, eventually discovering how to lift the curse from the haunted mansion. Fatal Frame masters the sensation of fear and claustrophobia with tight angles, high-contrast lighting, and the offering of only a camera as a survival tool. It's a Kodak moment we guarantee you'll need the lights on for.

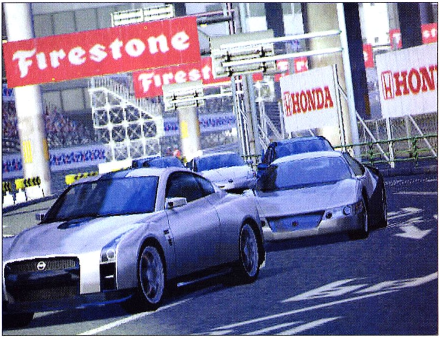




GRAN TURISMO: CONCEPT

Let's hope it comes here too

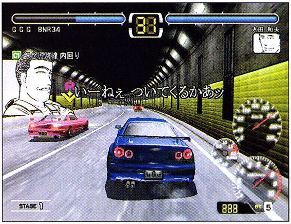
Right now, giving you more screens from **Polyphony**'s incredible-looking most recent project might seem like a cruel tease—no U.S. release is a guarantee. The game is out in Japan, though, and our Eastern car-loving friends are currently enjoying the delights of hurtling around in a variety of crazy-looking concept cars. Most exciting about GTC (if you believe the "Skyline is the supercar of the PlayStation generation" schtick) is the new GT-R concept, which packs the power of Nissan's super-brute into a smaller, cooler and almost Z-car-looking package. Try not to be disappointed by the handling, though; it may look cool, but it handles like a plank of wood. Also, salivate over race-spec cars previously unseen, and the tracks that have been altered from GT3. Gameplay slightly differs from the usual Arcade mode in GT—this time you have to "earn" the cars as you race, and there is a license-based system for unlocking cool stuff. Think of it as halfway between the Arcade and Sim modes of GT3.



DVAN ADVAN
GRAN TURISMO Concept
THE REAL DRIVING SIMULATOR

Alpine Racer 3

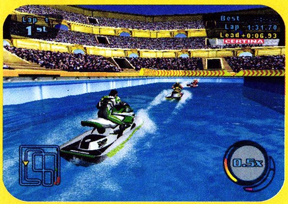
While the previous Alpine Racer games were only found in arcades, **Namco**'s third installment is designed with the PS2 in mind also. Incorporating both snowboarding and skiing gameplay, it focuses more on tricks than the previous titles. A major boost in the visuals department is evident, partly due to graphics modeled directly after real satellite data. AR3 hits Japan in spring, but it may never come to the States due to the numerous such titles already on the market.



Bay Shore Midnight

From **Genki**, the folks who handle the Tokyo Xtreme Racer games, comes this new highway battle racer that hits Japan in March. Based on a popular Japanese comic-book series, gameplay closely resembles the TXR series in that you again must deflate the egos of those you race against—except this time around, the character personalities come more into play. The game features an i.Link mode for multiple-TV gaming, and also supports the GT Force controller.

ACTION



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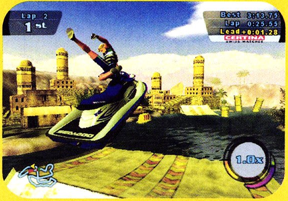

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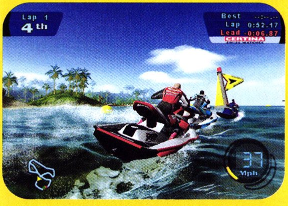

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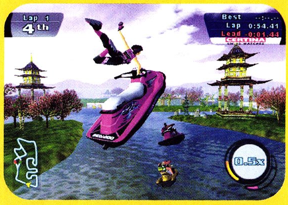

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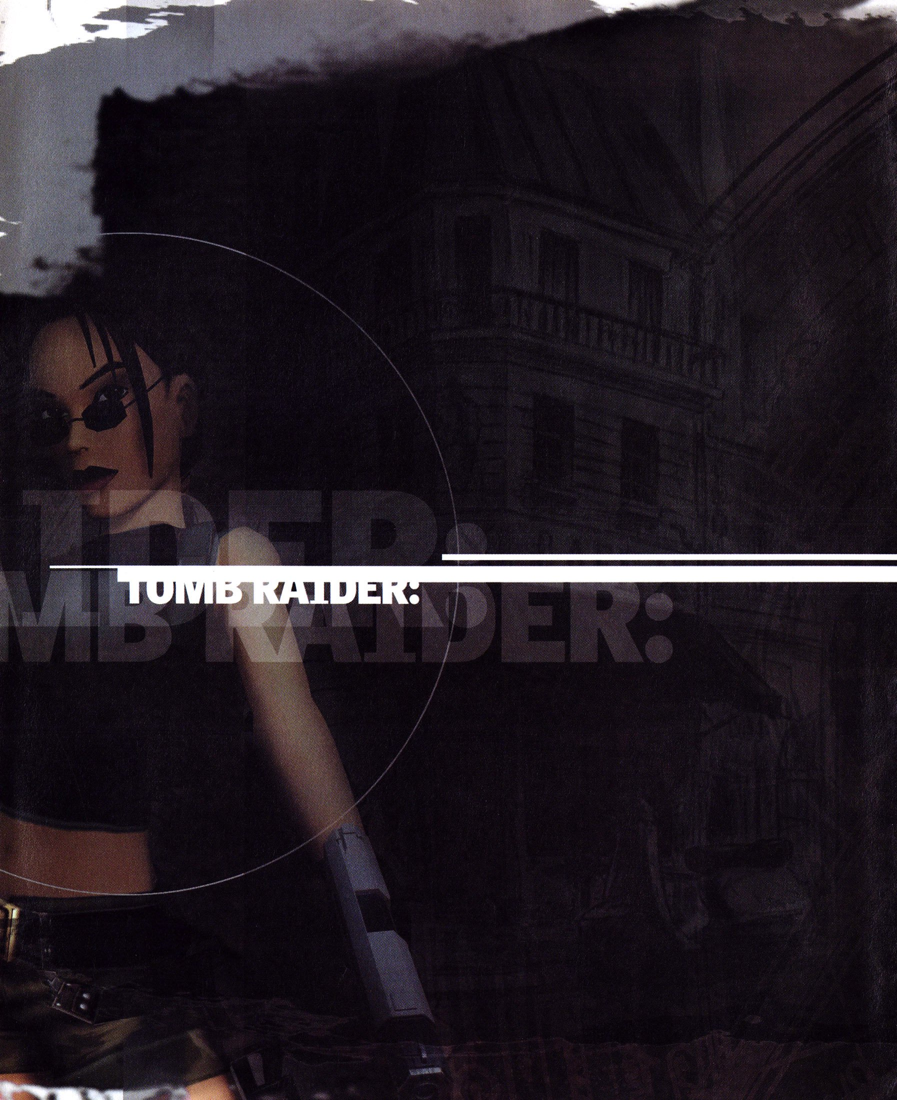
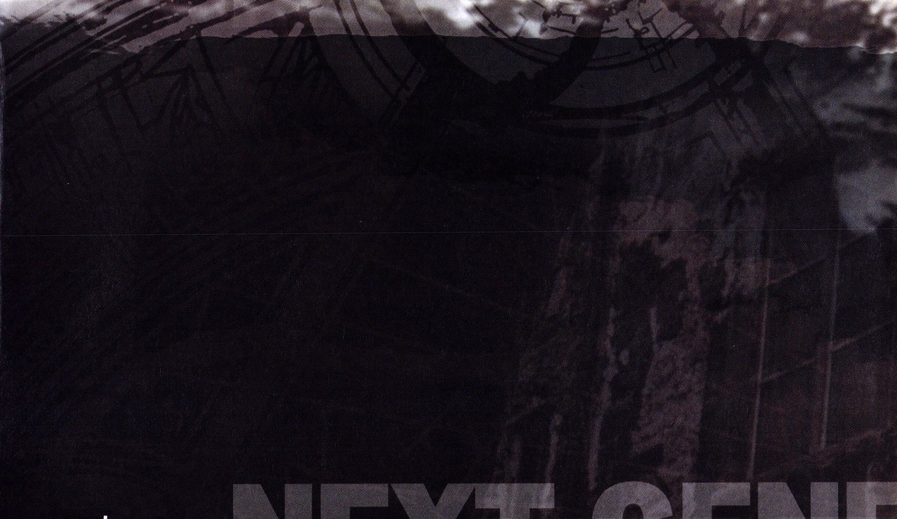


TOMB RAIDER:



THE NEXT GENERATION

If you had to pick the biggest video game franchise of the last decade, Tomb Raider would be a leading contender.

The size of Lara Croft as an asset is directly proportional to the prodigious size of her own primary assets. The Tomb Raider series has sold over 25 million copies worldwide to date on five platforms since its debut on Sega's Saturn in 1996.

Lara's second outing remains the best-selling video game of all time in her native market, the U.K. And Sony itself accepts that in a worldwide sense, the definitive PlayStation game in its crucial early years was Tomb Raider. Which is why it was somewhat disconcerting that the words "We wanted to finish at Tomb Raider II" greeted us as we tucked into tea and biscuits in the office of legendary Core Design Operations Director Adrian Smith.

We're in the shadow of Pride Park, ground of U.K. soccer team Derby County, where a small office block plays home to Core Design, the developer responsible for introducing tingling sensations to millions of prepubescent nether regions. *OPM* is the first magazine in the world to be allowed within its hallowed walls to see Lara reborn—literally—on our favorite next-generation console. And Adrian is obviously feeling the need to get things off his chest.

"We always knew TRII would be the most successful game—and it was. Tomb Raider III we changed significantly mechanically and I don't think it was the best game we produced. Technically, we pushed it a long way but we probably changed too much in response to consumers. It was too hard and too confusing, we put our hands up, we know that. Four was difficult because it was definitely the last game as far as we were concerned."

There's no doubt that after the success of the first two games, Core was under enormous pressure from publicly listed U.K. publisher Eidos to continue the franchise—and swell its shareholders coffers accordingly. But the pressures of time culminated in increasing dissatisfaction from both Core and the general public itself.

by Tim Ponting

TOMB RAIDER:

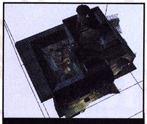
FIVE GAMES: IS THREE TOO MANY?

"Five games in five years is a logistical nightmare—and we'll never do it again," declares Adrian adamantly. But inevitably, with the arrival of new platforms, the pressure was on once more. If nothing else, Sony would dearly love its latest console to receive the magic caress of Lara Croft just as PlayStation did five years ago.

"Put two and two together and you'll realize there was enormous pressure to do another game on the new consoles. But we didn't actually want to move the storyline further; Lara to all intents and purposes was dead...and hey, guess what, now she isn't! But when we started thinking about Tomb Raider: Next Generation at the end of The Last Revelation, we began to come up with something very different."

The air of excitement at Core is palpable—and speaking as a journalist who met with somewhat listless teams working on the last two Tomb Raider games, the change is conspicuous. The opportunities the PS2 and the current generation PC platforms afford are being grabbed with both hands. But it's less the technology than a whole new story—and a side of Lara the gamer has never seen—which has inspired Adrian and his team.

"We didn't want to come out just with 'a better-looking Tomb Raider.' By virtue of the fact it's got Lara in it, and it's going to have Tomb Raider in the name, it's always going to be 'a better-looking Tomb Raider.' But that's a big



Real locations in Paris were used to model many of the games' environments to make them feel extra gritty.

A LEGEND IN THE MAKING

Lara Croft has come a long way since her conception in the fertile mind of original Core artist Toby Gard way back in 1995. Since her first public appearance at E3 in 1996, she has become one of the first video game characters to truly break out of the fetters of the video game business.

Worldwide, Lara Croft rapidly became a pop-culture icon. In fact, it's easy to forget how quickly it all happened. It was in June 1997 that she appeared as cover star on influential U.K. style magazine *The Face*. In the same year, she supported U2 on the band's Popmart tour, appearing on giant video screens around the world, and the comic book *Witchblade* featured a special Lara crossover.

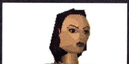
Shortly after the release of the second game in November 1997, Paramount lunged successfully for the movie rights and Lara's future as a megastar was assured.

Lara's character has developed physically through the series. When she was first conceived, she consisted of just 500 polygons. Tomb Raider II saw the arrival of the flowing pigtail, and, ahem, a more fully rounded figure. By the third outing in 1998, her repertoire of moves had been increased, but in the fourth game came fully skinned joints, a more detailed face and the most rounded chest of all.

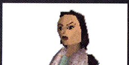
So where now? Interestingly, the team feels she's reached her ideal "poly weight." Jerr O'Carroll, one of the animation team, explains: "We've now gone from 500 to 5,000 polygons. We could easily make her out of 10,000 if we wanted to, but we don't. We actually want a silly pointy nose—we want that feel."

Adrian Smith continues: "The original game set its own distinctive style, which arguably the later games lost. So we went back to those basics, asking Mark Donald, Lara's animator, to take her clothes off and remodel her. We looked at her for a long time, naked—so to speak—without her shorts and green top because that image was so locked in our minds. The strange thing is that if you look at her backside in jeans, without her guns and her holsters on, the difference is amazing—you discover she's actually got no bottom."

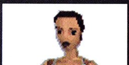
So that's what Core management does on a lazy afternoon. "It's pretty scary that a bunch of blokes like us are deciding what Lara's going to wear. We go through lots of women's mags. Don't we guys?"



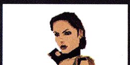
Tomb Raider



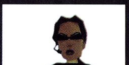
Tomb Raider II



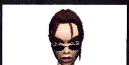
Tomb Raider III



Tomb Raider: The Last Revelation



Tomb Raider: Chronicles



Tomb Raider: The Next Generation

problem with PS2: There have been too many 'good-looking sequels.' When we went from the old platforms to PlayStation, we went from 2D to 3D and the whole game mechanic changed. There's no new direction we can take now—gamers have all seen 3D games. We're very keen to make it different; but you have to be careful, because if we change it too much it could backfire horrendously."

An older PS2 audience means Core has the chance to be more gruesomely creative, allowing themselves to give Lara a dangerous edge. This game is grittier and darker than its predecessors. And at last Core has taken a Lara-scale leap from temples and tombs to more open, free-roaming environments. Adrian explains how Lara has moved on.

REINVENTING LARA

"She's squeaky clean; in fact the background we invented for her was completely tongue in cheek—we never thought it would stick. But it did, and it has come back to haunt us. We can't change that—that's who Lara is, that's the character people relate to. Instead, we decided to put her in a position that was very alien to her and would change her behavior accordingly."

After much soul searching, the team decided that Lara should be framed for a crime she didn't apparently commit—although you're never quite sure of her innocence.... As the game opens, Lara is in a very compromising situation, and looking to an event in the future that has yet to come to pass. Before you know it, Lara is on the run—from the police—and her own fame.

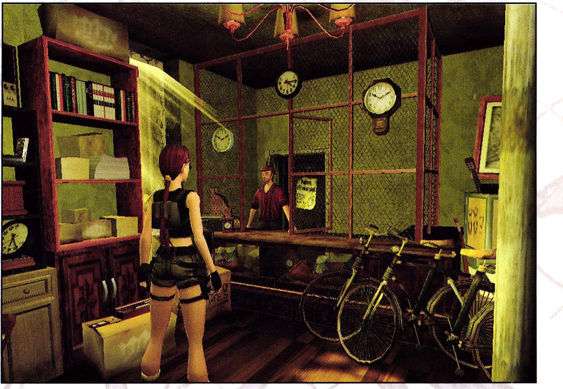
"Because she's famous and everyone knows her face," Adrian explains, "the whole world has become her enemy. It's great for us, because the police are after her and whoever may or may not have framed her is after her; but she still isn't going to kill innocent people, so this gives us a new game mechanic instantly, avoiding being caught while finding out what's happening to her. She's in Paris, she hasn't got a gun; I've got to be stealthy, keep my head down, get to certain places, and talk to the right people." It's a testament to the passion the team feels for the character that all of them constantly slip into the first-person when talking about.

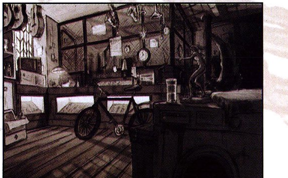
At the climax of the Last Revelation, Lara has endured a near-death experience, so she all but hangs up her guns and slips into something more comfortable than a pair of holsters, blood cramping-tight shorts and—well, you know about that top.

But a phone call from a well-known Tomb Raider character (I'll leave you to figure it out) leads her to Paris to help hunt down a series of five paintings from the 14th century by an artist known simply as the "Obscure Painter." From here, the story rapidly descends into the darker underbelly of Parisian lowlife. Lara, dressed in jeans and casual top, weaponless as the day she was born, gradually begins to piece together the events unfolding around her.

"People may end up categorizing the beginning as being like Metal Gear, but it's really more like a traditional Monkey-Island type adventure game; don't get caught, find out information, get to places, meet people, take one of a number of multiple routes to goals. We've never really done that in Tomb Raider. You'll be given clear direction, all the time you'll be pushed toward a certain key place."

The second section of the game sees Lara breaking into the Louvre. Adrian explains: "She's not going to be able to do that in jeans and a T-shirt. She's got to get tooled up, so she gets involved with the Underworld. It's turned nasty: Her face is in the papers and she has to get on the wrong side of the law to get the gear she needs."





Unlike the previous five Tomb Raider games, the new game will have much more of an adventure-game feel and environments will be far more richly detailed than before. All major locations were planned in minute detail before the graphics were created. The result has a lot in common with the new generation of "true" adventure games, rather than just the action-style gameplay we're used to from Lara.

Once inside, Tomb Raider fans need not fear that Core has abandoned the gameplay they loved. As she descends into the depths of the museum and caverns beneath it, dexterous leaps, switch flicking and mind-bending puzzles form the core of the game, traditional Raider style. And it's here that Lara meets Curtis Trent.

WHO WEARS THE PANTS?

Oh yes...Tomb Raider now has a second playable character, a goatee-bearded, suave but hardened adventurer. Curtis too is on the trail of the five paintings, but for his own reasons. He is the last descendant of an ancient lineage, dedicated to the confinement of a monstrous 14th-century alchemist called Eckhardt, who escaped his captors during the second World War and is somehow involved the spot of bother that has engulfed our Zeppelin-chested heroine. Curtis, who had previously walked away from his historical legacy, has now dedicated his life to the recapture of this ancient evil.

Curtis is a more action-oriented character than Lara. He wields a throwing blade known internally as his "Frisbee," and has certain powers that can be brought into play. Core clearly has great things in store for the character: The company has even started development of a game in which he stars, temporarily on hold until the current title is completed.

The uniting of Lara and Curtis sees them leave Paris and descend on the Strahov Complex in Prague for the third and final section. Without wanting to give too much away, this is the most gruesome location Lara has visited in her illustrious career. Eckhardt's followers have been creating hideous mutant hybrids in an attempt to resurrect an ancient race, the Nephilim, beings that according to legend are descendants of an unholy union between man and angel.

"Prague is a lot more action-oriented, featuring joint Curtis/Lara gameplay, both together," says Adrian. "The Strahov is a big medical institute and there's really scary shit happening deep down in the cellars. Curtis' strengths come to the fore, more brawn than brains."

TOMB RAIDER: NEXT GENERATION

Judging by the concept art and monstrous animations Core revealed to us, Tomb Raider inserts a large disemboweling hook into the horror genre. Bizarre baboon hybrids consume entrails from a dead body before scuttling into the ventilation system; and a hideous—and enormous—beetle-like creature holds a woman in its belly, controlling its every movement.

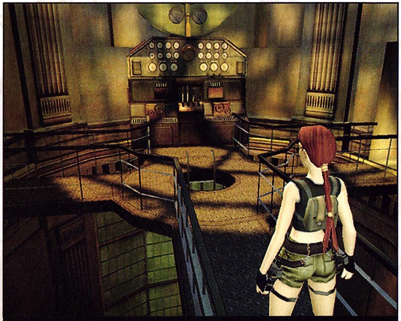
We've revealed just a fraction of the plot so as not to spoil the enjoyment of what is clearly set to be the most story-driven of the Tomb Raider outings. Indeed, you'll only uncover a fraction of the plot within the game itself. The team has clearly learned from past mistakes, as Adrian reveals.

ANOTHER FIVE GAMES

"The story behind Next Generation is probably the most complicated ever. And the consumer won't even understand it all after playing the game. What we said this time around was, 'Let's assume from day one we've got to do a second, third and fourth game.' Rather than write the first game only, we wrote the whole book; the games are like chapters. We have plots for five titles, all based around the themes introduced in this first game. We're going to open up lots of things.... We love the funny man with a suitcase in Half Life you could never get to. Likewise, we introduce lots of new characters along the way who may tell you stuff—and you never see them again. At some point in a later game, what you've been told may turn out to be key information."

> **"The story behind 'Next Generation' is probably the most complicated ever."**

Just as you can watch 20 key episodes in *The X-Files* to follow the plot, so only a fraction of the new Lara Croft universe will need to be revealed to the gamer for him or her to enjoy the new Tomb Raider series. "The other reason for creating an epic story was because we'd always hoped that a lot of this information would become available to the player through other media. Maybe, and I say maybe because of infrastructure issues, you will be able to find out extra information about Curtis, or Eckhardt, or the Nephilim on one or more Web sites. There's been a lot of speculation that we were going to release Tomb Raider games episodically online. For us, it's episodic because we write it as episodes; but we never perceived that you would download the second game online, for a number of reasons. Number one, it just about fits onto a DVD, and number two, the infrastructure isn't there—certainly in the U.K. We thought additional background information was the best way to use online to enhance the game experience and a more viable prospect with things as they stand. It's almost like reading a book at the same time as playing the game."


The darker, grittier look is something that will be evident throughout the new Tomb Raider series. Expect dirty-looking environments and even Silent Hill-style visual effects.

As well as broadening the scope and exploring a darker side of Lara, Core has also taken a fresh look at how the player can influence Lara's character development. This could have been as simple as letting him dress her (or perhaps undress her?). But no, the team wanted to go further than that. A complex ability system has been introduced, which in simple terms allows Lara to improve her skills the more they are called upon.

"It might transpire that Lara can't hang off a ledge for long because she hasn't got the strength. But if she keeps doing it, her strength improves, and she'll be able to do it for longer in the future. You might become faster at running and be able to get through a door before it closes and so on. You won't have to explore this aspect of the game, but if you don't, you'll only be able to play about 60 percent of what's there. The other 40 percent will be accessible after building up certain ability combinations, so you'll be rewarded with more gameplay."

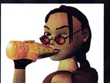
Planning and testing how the different ability combinations change the path players may take through the game in a free-roaming environment has proved a consid-

LARA: SLAVE

Over the years, Lara has blessed more products around the world than you can imagine. You've seen the shelves at Wal-Mart laden with Lara merchandising, from figurines, collectible cards and clothing, to T-shirts, hiking boots, watches and thermos flasks. But you may not be quite so aware of the more unusual tie-ins that have seen the light of day—or nearly—around the world....

Lara and Lucozade

The makers of the U.K.'s leading energy drink decided Lara was the ideal vehicle for their product, with her daring-do attitude and amazing level of fitness. They filmed a series of highly rated TV ads in CGI starring our favorite heroine. In one, Lara is pursued by slavering dogs and a fat, chainsaw-wielding "primitive." Suddenly, you hear a voice shout cut, and the fat bloke whistles the dogs to heel, then starts talking in a less-than-masculine fashion as he sits down and shares a Lucozade with the prostrate Lara. OK, so you have to watch it....



Lara and Bimbo cakes

One of the best-known brands of confectionery in Spain pant-wettingly flounders in the English-speaking world with the product name "Bimbo." (They're rather tasty actually, a bit like Twinkies.) One of their biggest advertising campaigns in the company's history featured Lara. Bimbo cakes? Lara? Surely some mistake.

Sola Wetsuits

With Lara's slinky harpooning costume came a marketing tie-up with Sola wetsuits. And in Australia, Bolle sunglasses couldn't get enough of Lara's pert nose.

Lara socks and boxer shorts

Leading "posh" U.K. retailer Marks and Spencer seemed convinced its rather upmarket audience would fall over each other to buy Lara socks and boxer shorts. Let's face it, as an adolescent kid it's the closest Lara would ever come to your private parts.

LARA©
MERCHANDIS

Lingerie

One that didn't quite make it past the starting blocks—apparently Elle McPherson's lingerie company was rather keen to produce a line of Lara-branded underwear. Rumors that it instantly gave all women a double-D cup probably are untrue.

Limited Edition Land Rover Defender

Land Rover produced a limited-edition off-roader after the release of the movie...over 100 of them, in fact. It wasn't identical to the Land Rover in the movie, but it was pretty close.

Blow Up Doll

Another one that never made it past the initial approach—a leading manufacturer of, er, "educational blow-up latex figures" offered a vast sum to license Lara as a model for their latest fully bendable mail-order item. Complete with...well, you can figure it out. Can't imagine why Eidos would want to turn this one down.

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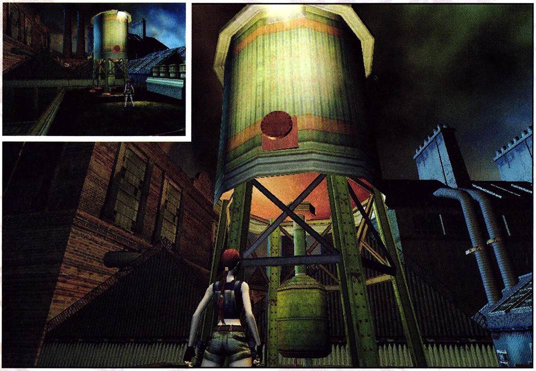


erable challenge. In fact, technically, the sheer size of the Paris setting has given the team a massive headache.

"Originally the game was going to consist of four locations, but it was just too much. We underestimated the level of detail and the quantity of work. Our problem is that Lara can go anywhere: If she climbs a 10-story building, she's got to see Paris disappearing into the distance—it's all got to be real. We've had to build scenery objects that are a mile back that you never get more than 10 streets close to. But then we always knew that, when we said we decided to go this way. We wanted the beginning to be totally different, and it is! It would have been so simple for us to have started the game with Lara standing in front of a temple."

GETTING TECHIE

You get the impression that despite the benefits, there's some regret in hindsight at the enormity of the task. Core has had to develop and refine its world-building tools to be able to get a single team of artists and programmers working in tandem on the huge Parisian environment. The level is divided into zones within a massive reference file into which each artist can drop his or her buildings.

"If you tried to load the whole file at once, it would take around eight hours," says Adrian ruefully. This is in part due to the fact that the team has been at pains to maximize the number of polys in use no matter where Lara is. The vista from a rooftop overlooking Paris might use 200,000 polygons, but equally the interior of a pawnbroker's shop might also use 200,000.

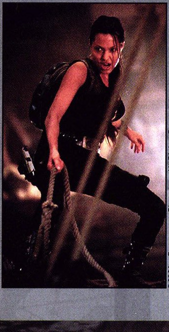
A great deal of effort has gone into making the locations as realistic and atmospheric as possible. "We sent the team over to Paris to research the design. Within two days they got thrown out of the Louvre for taking photographs because [security] thought they were planning a robbery, and [they] nearly got beaten up by a pimp, because they were taking pictures in a seedy area and he thought they were working for the police!" claims Adrian.

As far as we know, there are no members of the Core team currently scraping Lara's buxom form on the walls of a Parisian cell. What we do know is that the locations look stunning, both in concept art and in-game renderings. Players might find themselves crouched under the buttresses of the Louvre, clambering through a railway siding or inside a church converted into a nightclub. And in all cases, it's the lighting that makes Next Generation so compelling. Andy Watt, Tomb Raider's producer, loads a courtyard into the World Tool. In its raw textured form, it looks detailed but uninspiring.

"You can see how bad it looks unlit! Now, let's add the light mapping, then the shadow mapping, and finally dynamic lights." Andy toggles switches and the scene comes to life. "The difference is dramatic. But as I'm sure you're aware, the problem with this is that we're drawing four textures. We also want a bit of interaction in there as well, so we're experimenting with putting moving masks on top of that. All that technology exists now."

On PC, Core's primary development platform, the game will utilize all the features of NVIDIA's GeForce 3 graphics cards. "Plus we have some of the cards that haven't been released yet," insists Adrian. The team is currently, painstakingly, testing and adding in the graphical features on the PS2 version one by one to ensure the

GIRL ON FILM



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Mention *Lara Croft: Tomb Raider* in the Core Design offices and you'll see nervous glances exchanged between the various staff members. It's safe to say that in many ways the movie didn't quite turn out as people expected. Adrian is surprisingly upbeat about the entire experience, however.

"The people we dealt with directly were very nice, like Lloyd Levin [producer], a wonderful bloke. Working with people like him again will be great. I think overall the movie has been a fantastic experience for us. Did it end up how we thought? Well, I don't know. I've still got hundreds of hours of footage and I tell you what, there's a great movie in the raw footage. The first time I saw the final movie was at the premiere, and..." His voice trails off accompanied by a grimace.

The first time around, the Core team clearly felt somewhat sidelined. He tells the story of arriving at the premiere at the same time as Angelina Jolie, only to be escorted rapidly from the red carpet by the security guards. "You are held in total and utter contempt by the movie industry to tell the truth; you are a total nothing, and it's very, very funny: There we were being escorted off and it was the property we generated in the first place!"

With the sequel, it's clear that at the behest of the movie company itself, Core will have a wider involvement. But it doesn't extend to linking the plots of the new game and the movie, though Adrian does let this slip: "Their new bloody movie script is almost ours!" He qualifies: "We didn't make any links between the original movie script and the game and we haven't done it with this [game]. We view them as different things, though the movie was very true to the game—it was Lara, going into temples and tombs, looking for lost artifacts. It's been immensely successful for them, and I tell you what, they're gonna get the new one right. We were very humbled by the first one, because it was Hollywood, but now I think they've realized we do have a lot to offer."

©2001 - Paramount Pictures - All Rights Reserved platform is capable of handling them. "Light mapping is very 'expensive,'" explains Andy. What will definitely be in there is extensive fogging effects and the use of graphic noise ("We love that Silent Hill thing!"), especially in the darker scenes. "It gives it that grainy feel," explains Adrian. They're also experimenting with dynamic lighting effects: We're shown a demo where Lara has a flashlight beam emanating from next to her, um, chest. "Look—it comes out of her bottom when she bends over," Adrian crows.

CHARACTERS WITH CHARACTER

Moving around the Core Design studios, we get sneak previews of several of the in-game characters under development. "We do a character sheet for most of these guys, the main people whom you'll meet," explains Jerr O'Carroll, one of the animation team.

> **"It would have been so simple for us to have started the game with Lara standing in front of a temple."**

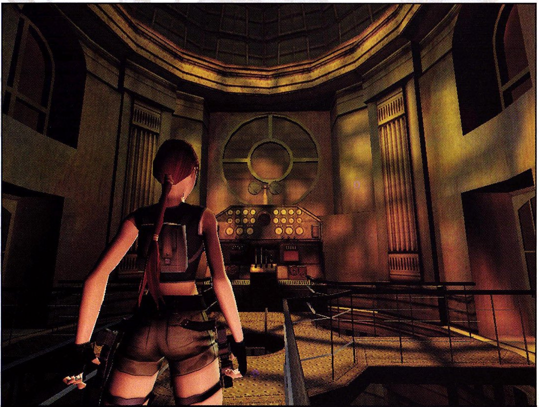
He shows us a fabulous fat guy, whose gut bounces up and down convincingly as he moves. "Too many pies." The facial detail level is high, but within the constraints of the Tomb Raider look.

Eckhardt himself is a particularly dark character. He sports a wooden cyber-arm laden with bolts and metal strips, with almost a "steampunk" feel. "People have said he looks a bit like Jack Nicholson," claims Adrian. It's all in the eyebrows....

The speech animation and lip-synching will be improved in the new game, too. The animator first creates a small number of key facial shapes—typically four, going up to seven or eight if the character has lots of speech and multiple emotions. Core has written a revolutionary utility that calculates the basic lip-synching automatically when the animator drops the voice recording onto the character. It requires minor tweaking but saves a huge amount of time and effort.

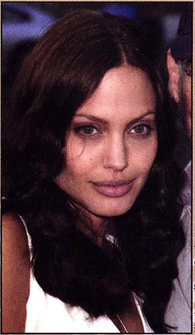
Lara is blessed with a number of new animations and moves and as a result there will be some new controller assignments, but the team has ensured that the basic system is exactly the same, so players won't need to learn new ways of doing old combinations. In fact, all the animators have joypads sitting on their desks—they can check how the animation "feels" in response to the controller as they work. Curtis obviously has his own special moves, but shares the same controller assignments as Lara when he has similar moves.

So what is Lara's latest epic going to be called? No one as of yet is quite sure, but Adrian Smith is adamant about one thing: "We created a game called Tomb Raider. It isn't 'Lara Croft.' In America, the research shows that the name Lara Croft is better recognized than Tomb Raider. And they always go on about how the movie has made that so. Of course the movie was going to promote Lara Croft more than Tomb Raider! Lara is Angelina, and that's their asset, it's tangible. In the U.K. people know the game Tomb Raider and Lara Croft as one. We've gone through hell over the name, and we're still going through hell, but the working title, 'The Lost Dominion,' it will not be! But don't worry, it will be 'Tomb Raider: Something'....



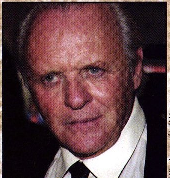
As well as the real-world elements of Lara's new predicament, the fantasy side of things plays just as important a role as ever before. The world she explores is full of crazy creatures, machines and environments, but it's all presented in a much moodier fashion this time. Check out the cool lighting in the image above.

SOUND INVESTMENTS



WireImage/Steve Granitz

The team is clearly aiming for the top when it comes to the audio that will bring the new Tomb Raider game to life. Angelina Jolie's management has been approached to see if she can be persuaded to provide the voice, though this seems extremely unlikely. On the wish list too is Sir Anthony Hopkins for the voice of Eckhardt—what would we give for this one to happen? Again, it's unlikely, but within the realms of possibility if Core can pull the right strings.



WireImage/Jeff Vespa

On the scoring side, Paramount has lent its support in recruiting a top-notch film composer for the soundtrack. Adrian and the team are big fans of the epic quality lent to such games as Metal Gear or the Final Fantasy series by their soundtracks, and it seems likely Next Generation will have a massive—and atmospheric— score.

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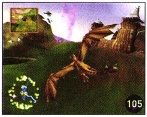
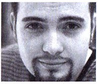


THE **FINAL SCORE**

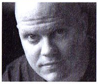
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

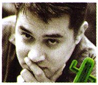
Meet the critics



JOHN DAVISON
The boss has been actively encouraging us to destroy joypads for our test this month, leading the pack by driving his car over one.

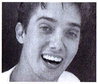


JOE RYBICKI
With the holidays behind us, Joe is looking forward to some free time in which to *freakin' finish MGS2 already!* Geez.

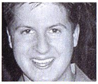


GARY STEINMAN
Gary spent the month frolicking with the cactuars in Sanubia Desert, ever hopeful that his virtual crush Rikku would wander by.

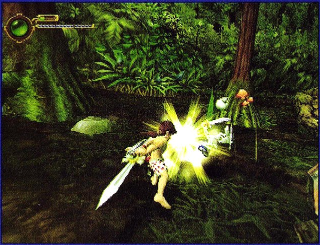
CHRIS BAKER
When Chris' friend Beau threw the garter at his wedding, the next thing C-Bake knew it was headed straight for him. So he ducked.



TODD ZUNIGA
With High Heat 2003 on the horizon, Todd is aglow with baseball enthusiasm. Or is he merely enthused because of Valentine's Day?



SAM KENNEDY
Lately Sam and his girlfriend have been facing off in nightly matches of The Next Tetris for PS one. He won't say who wins most of the time.



MAXIMO: GHOSTS TO GLORY

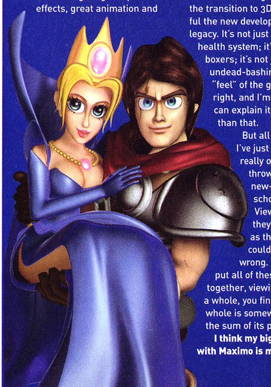
Less than the sum of its parts

Publisher Capcom
Developer Capcom Digital
Web Site www.capcom.com

Seldom have I felt so conflicted about a game as I do about Maximo. Which, you know, isn't such a good position to be in when you're supposed to sit down and write an authoritative review. But I'll give it a try.

From one perspective, Maximo is a really excellent, exceptional game. The graphics are beautiful, with lots of lighting and particle effects, great animation and good character design—and the whole package runs at a flawless 60 frames per second.

Gameplay-wise, there are enough secrets, hidden areas, power-ups, special attacks and collectibles to satisfy any old-school platform fan. That's not surprising, considering that, though not strictly a sequel, this game can be viewed as the spiritual successor to the beloved Ghosts 'n Goblins. What is surprising is how well the 2D gameplay makes the transition to 3D and how faithful the new developers were to the legacy. It's not just the armor/health system; it's not just the boxers; it's not just the undead-bashing theme. The "feel" of the game just seems right, and I'm not sure that I can explain it much better than that.



But all these things I've just mentioned are really only ingredients thrown into this new-school/old-school stew. Viewed individually, they make it seem as though the game couldn't possibly go wrong. But when you put all of these ingredients together, viewing the game as a whole, you find that the whole is somewhat less than the sum of its parts.

I think my biggest problem with Maximo is monotony. You end up facing a veritable horde of undead, and you don't have to go too far into any level before you start to get pretty tired of seeing the same damn enemies in the same damn environments and dispatching them all in the same damn way (at least, that's how it feels to me). Oh, you can get plenty of fancy power-ups and new types of attacks, as I said before—projectile attacks, new combos, magic enhancements and so on—but you're likely to die before you get much chance to use them.

Yeah, this game is hard. And that's no accident; you can tell that it was designed to be challenging. One example is how **almost nothing comes for free in the game.** It costs 100 gold "Koins" to save, for example, and you'll need to collect 50 fairy-like souls to earn a Death Coin, which allows you to continue after your lives are exhausted. (Well, at the start of the game, anyway—after your second or third continue the price goes up to *two* Death Coins, and then to three, then four. So, basically, if

"In spite of the solid look and feel, it seems that there's something missing."

you're having a great deal of difficulty with the game, Maximo responds by making it *harder* for you. It's not really the smartest idea in game-design history, if you ask me.)

And it's not just the merit-based continue and health systems that are difficult. The game also throws a lot of blind jumps at you, an assortment of unexpectedly crumbling platforms, **a wide variety of one-hit deaths, and a selection of enemies that can best be described as "cheap."**

I'm also not too pleased with the health system. There are two types of health: potions, which add to your current health bar, and armor pick-ups, which add an additional health bar, but don't fill it up. I often found myself with a sliver of health in my current bar, whereupon I would pick up one of the ridiculously rare sets of armor to add a health bar—and then lose the armor immediately, after being struck by even the weakest enemy. The armor pick-ups, being as few and far between as they are, should have been designed to fill your health; as it is, they're scarcely different from the potions, and it seems to make the whole system needlessly complex.

Anyway, while all this may come as a delightful challenge for the hardcore, old-school platform devotee, **I'm fairly certain that newcomers or casual players will get frustrated fairly quickly** by indestructible enemies and frequent, speedy deaths. And that's a problem.

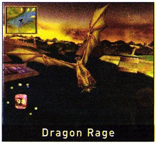
The frustration is mitigated somewhat by the sheer technical competence of the game; it makes it easier to suffer repeated death when the game looks so great and controls just as well. But in spite of the solid look and feel, is seems that there's something missing, something significant. It's competent, it's technically proficient, but it just doesn't seem that *fun* to me. When I took a break from playing, sat back and really thought about it, I realized that **I really couldn't care less if I never played this game again.** And that's just not right.

Final Score ●●●◖

Joe Rybicki

Players: 1
Memory Card: 335 KB

Dragon Rage



Dragon Rage

TIMING
90
120
HEIGHT
LANDING
POWER
56.5m
F.Basso
ITA

ESPN International Winter Sports

Dragon Rage

Publisher 3DO
Developer 3DO
Web Site www.3do.com

I've been racking my brain trying to think of something about Dragon Rage that really stands out in a positive way. What I keep coming back to is that it would have looked great on the PS one. When that's the best thing you can say about a PS2 game, something's wrong.

Of course, there isn't anything that really leaps out as completely horrible, either; the game seems **utterly unremarkable in every possible way**. The graphics are wholly bland; the environments lack distinguishing characteristics; the controls are adequate but not noticeably good; the story is, well, *there*...but little more can be said about it. I think you get the idea.

In fact, only two things struck me as really memorable about this game, and neither is particularly good. First, the pixie who instructs you through the excruciatingly long training mission has a voice that sounds like every chain-smoking sorority girl I went to college with. (A midwestern American accent seems somehow out of place in a fantasy game; call me crazy.) The other thing is the method by which you earn your "Rage Attacks": You eat cows, and *devour their souls*, which are then traded in for a power-up. Once more, in case you missed it: ***cow souls***. Where in the name of all that is holy did *that* come from?

Final Score ●◖

Joe Rybicki

Players: 1
Memory Card: 62 KB

ESPN International Winter Sports 2002

Publisher Konami
Developer Konami CEO
Web Site www.konami.com

I don't care if the Olympics are around the corner or six months away, this is a game you must play if you like competing, challenging yourself, or speed-skating circles around your best friends. This game is an absolute hoot, and **triumphs in almost every way over its summer counterpart**.

Still, let me clearly state that this game is not for everyone. If you're a pick-up-and-play gamer, this one will cause you mild frustration before you even become competitive. Also, if you don't thrill at the idea of a bobsled speeding through a halfpipe, then maybe it's best you look elsewhere for your gaming adrenaline rush.

I hated this game at first. But after a little practice I was taken by the crisp graphics, the spot-on ESPN presentation and the multitude of gameplay that should keep you enthralled while mastering the different events.

Why do I love this game? Because you can earn a bronze in any competition with practice. You can score a silver when you achieve a semblance of mastery. And you can score a gold when you're perfect. It's this type of precision that gives the game a high level of replayability. You'll try to perfect an event over and over, and just like in the Olympics, the slightest miscue can cost you .27 seconds, and any hope of a gold medal. But **if you win the big prize, you know you've earned it**.

The biggest flaw of the game is the fact that **you're never really watching the action on the screen during some events**. Instead, you're keying on the tiniest corner, making sure you hit a button at the right time. As for the events, skiing is the only bummer. It's a bit difficult to control. But the curling, oh, my, the curling is the super-duper hot sauce of fun on this enchilada. You'll be addicted to this broomfest as soon as you figure out the rules.

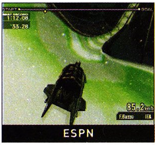
It's worth working a couple hours of overtime for this doozy. The sheer madness of curling is worth $30, and the other events make it well worth a 50-spot.

Final Score ●●●●

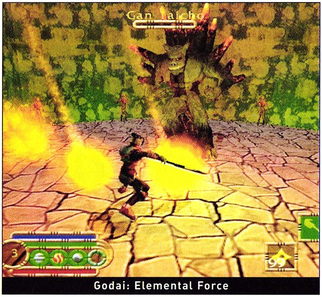
Todd Zuniga

Players: 1-2
Memory Card: 196 KB

ESPN



ESPN



Godai: Elemental Force

Godai: Elemental Force

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Question: What do you get when you cross *Crouching Tiger, Hidden Dragon* with Eidos' horrific PS one game Ninja: Shadows of Darkness? Answer: flying crap!

OK, so maybe Godai: Elemental Force isn't *that* bad. But you know what? It sure isn't good. It starts off promisingly enough, with a high-quality rendered cinema that almost distracted me from the fact that the story didn't seem to make any kind of sense at all. Oh well, I figured, I'm sure it will all become clear in the course of the gameplay. But it didn't.

What did become (painfully) clear is that free-roaming 3D fighting games really require some very careful camera design, or else your character, **your enemies and your environments can become completely—and I mean completely—obscured** by walls, trees, bushes, flames or just about anything else if you're particularly unlucky. Which I was, apparently.

And it also became clear that if you want to give your character *Crouching Tiger*-style flying ability, you have to be careful with the level design, or else it might be possible for the character to simply fly over the heads of his enemies and breeze through the majority of the levels. Especially if **there is no real benefit to engaging in combat**, no significant incentive to come back down to earth. Which there isn't.

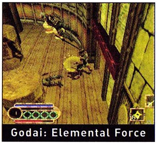
Oh, and then there was the revelation about dialogue: See, if you're going to have your character talk, it makes a good deal of sense to record more than two or three lines. Otherwise things have a tendency to get a wee bit repetitive.

I could go on for days detailing this game's flaws: graphics, control, sound and a multitude of bug-tastic bugs. What's interesting, though, is that these don't render the game completely unplayable. No, it's not at all good. And it sure as heck ain't gonna win any awards. But it does serve well enough as **a mild, brainless diversion**—for a brief time. It works fine if you're looking to kill an evening with a game rental, but I can't imagine anyone being really satisfied with this as a purchase.

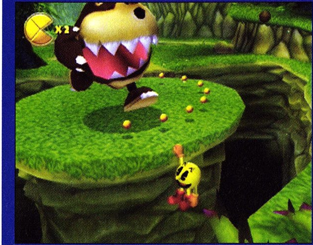
Final Score ●◖
Joe Rybicki

TEEN T
Players: 1
Memory Card: 99 KB

Godai: Elemental Force



Godai: Elemental Force



PAC-MAN WORLD 2

Pac in the saddle again

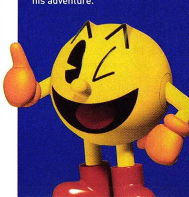
Publisher Namco
Developer Namco
Web Site www.namco.com

Classic gaming buffs like myself have a special place in their hearts for Pac-Man. So any time a new game emerges starring gaming's first iconic character, our interest is piqued. In the case of Pac-Man World 2, *all* fans of platform games should feel the same way, too—even if they haven't the vaguest concept of the meaning of the phrase "Pac-Man Fever." Like the PS one game before it, Pac-Man World 2 (now full 3D, not 2.5D like its predecessor) **ranks among the finest titles of its genre on its system**.

A huge component to the game's charm lies with the hero himself. Though his vocabulary extends no further than repetitions of "wakka," Pac-Man's constant grin—only ceased when a ghost or other servant of the game's antagonist, Spooky, has the gall to injure him—always keeps you in a good mood, accentuating the lighthearted atmosphere of his adventure.

And what a great adventure it is. While **not entirely original throughout** (expect worlds set around—say it with me—ice, fire, water and, to break things up a bit, forest), the platforming action captivates you for hours at a time. Cliché as the level concepts may be, the design of each leaves the majority of similar titles in the dust. The wintry levels best exemplify this, utilizing the whole "ice is slippery" convention in brilliant, diversified ways. An ice-skating endeavor, for example, speeds you through a frozen cavern at speeds besting the likes of Dan Jansen and Bonnie Blair.

It takes a full mastery of Pac-Man's variety of moves to succeed (can't beat the Rev Roll)—**I found the game's difficulty quite surprising**. While you'll likely beat a few stages the first or second time through, don't be surprised if another handful take a good hour or two to master. Of course, much of that time depends on your commitment to collecting everything—fruits and Pac-dots abound, and you must collect them all to achieve 100 percent completion. You've also got a number of Namco tokens to round up in order to unlock old Pac-games and a museum that houses... well, not having collected enough tokens myself, I have no idea. Something cool, I'm sure.



The old style of Pac-game-play presents itself anew (as in the first Pac-Man World) via 3D maze romps featuring modern graphics. Thankfully, though, the original sound effects so identifiable with gaming remain intact, just as they do throughout the core play of the game.

If only the camera were a little more helpful. On numerous occasions, a wall might choose to park itself behind Pac-Man and impede your view, and you have no choice but to take a (usually fatal) leap of faith. **At times, it takes some serious work to get the camera where you want it**, as it quite often locks itself at the most inopportune times.

But don't let that keep you away. There are dots to be gobbled; there are ghosts to be chomped. Enjoy your lunch.

Final Score ●●●●◖
Chris Baker

EVERYONE E
Players: 1
Memory Card: 80 KB

No one
Can stop
Mr. Domino

Hints, codes, reviews, screen shots, release dates, movies, updated everyday.

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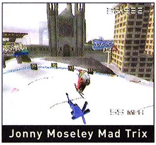
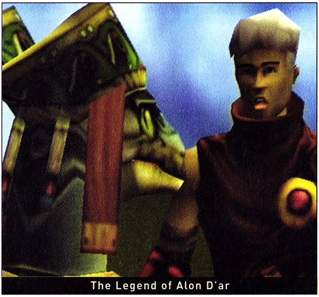
Jonny Moseley Mad Trix

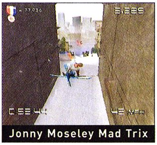


Jonny Moseley Mad Trix

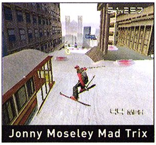


The Legend of Alon D'ar

Mobile Suit Gundam



Jonny Moseley Mad Trix



Jonny Moseley Mad Trix

Mobile Suit Gundam

Jonny Moseley Mad Trix

Publisher 3DO
Developer 3DO
Web Site www.3do.com

During the close of the intro movie, Mad Trix poses this question: What if it snowed in San Francisco? Well, I pose this question: What if this game wasn't an absolute waste of time? When I first learned this game was in the works, I was excited. I was eager to race down slopes with the cool polygonal wind blowing through my hair while I prepped to twist myself into a series of bodacious, back-wrenching tricks. Stun the onlookers who would ooh and ahh while admiring my every button press. But my excitement was in vain. Mad Trix redefines boring.

The issues are plentiful. And of them all, I'd have to say my favorite is this diamond of inattentiveness by the game-makers: **You can't fall when grinding. Never ever.** And your magnetic skis do more than just hug the rails while you're grinding along—they magically suck you toward rails if you're in the vicinity. It's ridiculous. In fact, if you're trying to hop *over* a rail, you can forget about it. The magnetic force field is way too strong. And the sloppiness is way too obvious.

Just as magnificent as the ultra-magnetic skis is the fact that both **the trick set and the scoring system are as exciting as a bedtime story**. No matter what you do, all of your tricks will score about the same number of points. Forget risk/reward. This game features neither. Not to mention the fact that it's gruelingly slow. I've fallen down snowy hills at a faster rate than these skiers trundle down a slope while on their skis.

For a last-gasp breath of personality, Trix tries to go the sexual-innuendo route, but it's laughably desperate. The female skier is flexible in exotic ways. Big deal. Sounds like some needy gamers might find it amusing, but I certainly don't.

The best part of this game is the guy on the cover. And not even his Olympic credentials can save it from a catastrophic score. Bummer. Guess we'll have to wait even longer for a truly gnarly skiing game that's worth $50. Because this isn't it.

Final Score ●◖

Todd Zuniga

T **Players: 1-2**
Memory Card: 48 KB

The Legend of Alon D'ar

Publisher Ubi Soft
Developer Stormfront Studios
Web Site www.ubisoft.com

Right from the moment you first boot up Alon D'ar it's fairly obvious that this is an attempt at a console-style RPG from a developer with a background in PC game design. If the **extremely generic-sounding fantasy storyline** doesn't alert you to this, then the rather blasé character art surely will. But it's actually kind of neat in certain respects—this crossover seems to infuse the game with some concepts not normally seen in console RPGs. Unfortunately, there are so many inherent problems with Alon D'ar that any of these unique qualities are quickly overshadowed and it becomes abundantly clear that this was just a recipe for disaster. So many gameplay elements that us console gamers have enjoyed for years are inexcusably lacking, making the entire game just an exercise in frustration.

The battles are a perfect example of this. The amount of character customization and the depth of your battle options is unheard of, and **the fact that a second player can join in to control a party member is definitely welcome.** The big problem though, is that the real-time battle system is such a mess that you'll get either incredibly bored or overwhelmed in no time. Weapons take time to charge up, leaving you open to repeat attacks from multiple enemies on the screen. I'm talking about constant attacks with no real form of defense. And healing during battle is basically useless, as you'll take hits even while chugging down your potions. And it doesn't help that the balance of power tends to skew sharply in the enemies' favor.

Unfortunately, things are just as bad outside of the battles. The massive landscapes you explore seem pretty cool at first, but **boredom and frustration quickly set in as soon as you realize there's no map available**—especially since your sight distance is so limited by the camera perspective. It's particularly annoying when you're faced with such inane challenges as searching for acorns all around the countryside. I mean, seriously, does that sound like fun to you?

Final Score ●◖

Sam Kennedy

T **Players: 1-2**
Memory Card: 1052 KB

The Legend of Alon D'ar

Mobile Suit Gundam: Zeonic Front

Publisher Bandai
Developer Bandai
Web Site www.bandaigames.com

What a pleasant surprise Zeonic Front is! Having reviewed the clunky mess that was Mobile Suite Gundam: Journey to Jaburu just a few short months ago, I'm definitely allowed to say that. Zeonic Front is **simply superior than that previous effort in just about every way** imaginable—and now Gundam fans finally have something to look forward to on their PS2s.

But to anyone looking to pick this one up, be prepared to devote some serious time to the game because it's definitely not just a simple mech blast-a-thon. Similar to the Rainbow Six series, you're required to carefully plan out the routes for your missions and worry about a whole squad of team members rather than just yourself, so **it's definitely got plenty of strategy involved.** I felt it was almost to a fault at times—trying to keep track of your AI-controlled counterparts isn't always an easy task.

Thankfully, the controls aren't too bad (you know, for a mech game), and the graphics are actually quite pleasant (the Gundam units look incredibly cool). The story is pretty solid too, except for some really laughable translation errors that pop up from time to time (references to "New Yark" almost made me pee my pants). It's still pretty much only for Gundam fans though.

Final Score ●●●

Sam Kennedy

T **Players: 1-2**
Memory Card: 553 KB

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Issue 1 **$15**
October 1997
Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

Issue 2 **$10**
November 1997
Bushido Blade Strategy
Demo Disc playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

Issue 3 **$10**
December 1997
Cool Boarders Strategy
Demo Disc playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

Issue 4 **$10**
January 1998
Tomb Raider II Strategy
Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

Issue 5 **$10**
February 1998
Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

Issue 6–disc only $7.99
Demo Disc playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA ShootOut 98, Saga Frontier, Mega Man Neo

Issue 7 **$10**
April 1998
Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

Issue 8 **$10**
May 1998
Tekken 3 Strategy
Demo Disc playables: Einhänder, Gex: Enter the Gecko, Klonoa

Issue 9 **$15**
June 1998
Tekken 3 Strategy
Demo Disc playables: Cardinal SYN, Vigilante 8, Forsaken, N20, TOCA, Dead or Alive

Issue 10–disc only $7.99
Demo Disc playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer
non-playables: NFL Xtreme, MLB 99, Tekken 3

Issue 11 **$15**
August 1998
Vigilante 8 Strategy
Demo Disc playables: Tekken 3, Turbo Prop Racing

Issue 12 **$10**
September 1998
Elemental Gearbolt Strategy
Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

Issue 13 **$10**
October 1998
Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

Issue 14–disc only $7.99
Demo Disc playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance
non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Issue 15 **$10**
December 1998
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

Issue 16 **$10**
January 1999
Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 **SOLD OUT**

Issue 18 **$10**
March 1999
Syphon Filter Strategy
Demo Disc playables: Syphon Filter, Bust a Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

Issue 19 **$10**
April 1999
Silent Hill Strategy
Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

Issue 20 **$10**
May 1999
Legend of Legaia Strategy
Demo Disc playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

Issue 21 **$10**
June 1999
Gex 3 Strategy
Demo Disc playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

Issue 22 **$10**
July 1999
Street Fighter Alpha 3 Strategy
Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

Issue 23 **$10**
August 1999
Ape Escape Strategy
Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

Issue 24 **$10**
September 1999
Jade Cocoon Strategy
Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

Issue 25 **$10**
October 1999
Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26 **$10**
November 1999
Dino Crisis Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27 **$10**
December 1999
Crash Team Racing Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

Issue 28 **$10**
January 2000
Resident Evil 3: Nemesis Strategy
Demo Disc playables:
Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

Issue 29 **$10**
February 2000
Medal of Honor Strategy
Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

Issue 30 **$10**
March 2000
GT2 Strategy
Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31 **$10**
April 2000
Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32 **$10**
May 2000
Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33 **$10**
June 2000
Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

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July 2000

Tony Hawk's Pro Skater

Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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August 2000

Who Wants to Be a Millionaire

Demo Disc playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

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September 2000

Soul Reaver 2

Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars

Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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PS2 Revealed

Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

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Crash Bash

Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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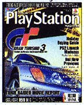
January 2001



Gran Turismo 3

Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ Issue 41–$10
February 2001

Z.O.E.

Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ Issue 42–$10
March 2001

EA Sports Big

Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ Issue 43–$10
April 2001

Twisted Metal: Black

Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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May 2001

MoH: Frontline

Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

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June 2001

Dark Cloud

Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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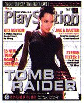
July 2001



Tomb Raider

Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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August 2001

Final Fantasy

Demo Disc playables: Final Fantasy VIII
Video previews: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

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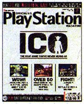
September 2001



Ico

Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ Issue 49–$10
October 2001

Silent Hill 2

PS2 Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

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November 2001

Grand Theft Auto III

Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
Video previews: Dragon Warrior VII, Syphon Filter 3

☐ Issue 51–$10
December 2001

Metal Gear Solid 2

PS2 Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001
Video previews: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

☐ Issue 52–$10
January 2002

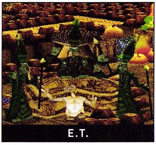
Jak and Daxter

PS2 Demo Disc playables: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip
Video previews: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

☐ Issue 53–$10
February 2002

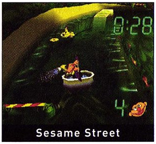
Final Fantasy X

PS2 Demo Disc playables: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
Video previews: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3


E.T.

Men in Black

Men in Black


Sesame Street

E.T. the Extra-Terrestrial: Interplanetary Mission

Publisher NewKidCo
Developer Digital Eclipse
Web Site www.newkidco.com

Quick history lesson: The first E.T. game, released back in 1983 for the Atari 2600, was so very bad that it basically triggered the Great Console Crash. It was so odious, in fact, that Atari buried its massive (and massively expensive) over-stock of E.T. cartridges in a New Mexico landfill. Now, **this version of E.T. may not be quite *that* despicable, but it sure comes close**. It's dreadfully ugly and unredeemingly unfun. Avoid at all costs.

Final Score ◖
Gary Steinman

EVERYONE
Players: 1
Memory Card: 1 block

Men in Black–The Series: Crashdown

Publisher Infogrames
Developer Runecraft
Web Site www.us.infogrames.com

The *Men in Black* cartoon that aired in the late '90s wasn't anything special. Still, if you had nothing else to do while it was on, you might have mildly enjoyed yourself for a half-hour. Appropriately, the game version (based on said cartoon, not the movie or comic book) offers a very similar experience. **It won't wow you, but you could just find yourself having a good time.**

Crashdown might initially take you by surprise with its genre—not many games based on cartoons take the form of a first-person shooter. Despite the Teen rating, the action remains what most would consider kid-friendly, with enemies bursting into globs of green when you, as Agent Jay or Kay depending on the mission, terminate them. However, **I have to wonder how well a child could handle the somewhat complex controls**. Of the five such settings available, only one resembled anything close to intuitive.

But once you get the hang of it, a reasonably fun 26 levels await you, each simple yet surprisingly well-designed. Some good voice work from the show's cast chimes in along with some decent FMV cutscenes. There are less pleasant ways to protect the Earth from the scum of the universe.

Final Score ●●●
Chris Baker

TEEN
Players: 1
Memory Card: 1 block

Sesame Street Sports

Publisher NewKidCo
Developer Realtime Associates
Web Site www.newkidco.com

If you're in search of a perfect first game for your tyke gamer, this is a fine find. It's colorful, easy to navigate, and features the voices of the classic *Sesame Street* gang, particularly the voice of host Big Bird.

You can play as one of six lovable characters, and although the tasks are the same for each level, the characters each have their own vehicle, ranging from a unicycle to a Big Wheel. The best part is that **the game sort of plays itself** for kids new to the PS one.

Final Score ●●●◖
Todd Zuniga

EVERYONE
Players: 1
Memory Card: N/A

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Airblade	Namco	●●●●	53
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Devil May Cry	Capcom	●●●●●	50
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Draken: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam Int.	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Skateboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Deep Space	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
Final Fantasy X	Square EA	●●●●●	53
Formula One 2001	Sony CEA	●●●◖	50
Forever Kingdom	Agetec	●◖	53
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Gradius III and IV	Konami	●●◖	39
Gran Turismo 3: A-spec	SCEA	●●●●●	46
Grand Theft Auto III	Rockstar	●●●●●	52
Grandia II	Ubi Soft	●●●◖	53
Guilty Gear X	Majesco/Sammy	●●●●	52
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Heroes of Might and Magic: Quest for the DragonBone Staff	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond 007: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Legends of Wrestling	Acclaim	●●◖	53
Lego Racers 2	Lego Software	●●◖	51
Le Mans 24 Hours	Infogrames	●●◖	48
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
Max Payne	Rockstar	●●●●	53
MDK2 Armageddon	Interplay	●●●◖	45
Metal Gear Solid 2: Sons of Liberty	Konami	●●●●●	51
Midnight Club	Rockstar	●●●●	39
Mobil Suit Gundam: Journey to Jaburo	Bandai	●	48
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Monster Rancher 3	Tecmo	●●●●	50
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal Int.	●◖	52
MX 2002 featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	989 Sports	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL Hitz 2002	Midway	●●●●	51
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Paris-Dakar Rally	Acclaim	●●	53
Portal Runner	3DO	●●	50

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Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Resident Evil - Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take Two Int.	●●◖	48
Shadow of Destiny	Konami	●●●◖	43
Shadow Hearts	Midway	●●●●	52
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Majesco	●●●	52
Soccer America: International Cup	Hot-B	●●	48
Soul Reaver 2	Activision	●●●	52
Splashdown	Infogrames	●●●●	52
Spy Hunter	Paradigm	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I —Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	Bullfrog	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour	EA Sports	●●●	44
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wizardry: Tale of the Foresaken Land	Atlus	●●●	53
World Destruction League: Thunder Tanks	3DO	●●●	42
World Tour Soccer 2002	989 Sports	●●●●	53
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

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Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman: Gotham City Racer	Ubi Soft Games	●◖	46
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim Sports	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Agetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim Max	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39

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Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	Dreamcatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adv.	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
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Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
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NASCAR 2000	EA Sports	●●●●	26
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Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

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Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
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Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
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Road Rash 3D	Electronic Arts	●●●	11
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Want your name in OPM? Then find the best tricks and send them our way. Tips, cheats and everything in between will do. Also, if you're stuck, send us a question and we'll dig up an answer and put it in our new Tricks Forum. Send E-mail to: ***OPM@ziffdavis.com****. Make the subject line of the E-mail read "Top Secrets." If it isn't titled "Top Secrets" we won't find it.*

Jak & Daxter

This game is carefully designed not to be too terribly challenging. But there are a few Orbs, Scout Flies and Power Cells that can give even the most determined veteran player a headache. One of the most frustrating of these is the final Power Cell in the Volcanic Crater. Finding it is easy: Simply take the mine cart over to the Spider Cave and, once you're back on land, turn around and check out the rock hill in front of you. Trouble is, the Cell is encased in one of those boxes that can only be opened by an explosive attack—and there's no Yellow Eco vent around.

So here's what you'll need to do: As you come into the Spider Cave, you'll see a Dark Eco pool that is spanned by a couple bounce-able spider webs. Get across the pool and then head up, working your way to the platform with the Yellow Eco vent. But that's only half the battle.

Charge yourself up with Eco and leap to the ground (make sure you have enough health to survive the fall). Then you'll need to get back to the lava cave very quickly—the best way to do this is through the use of the Long Jump: While moving, hold down L1 or R1 to roll, then quickly hit X. This will propel you across the ground.

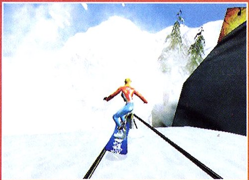
Once you've mastered moving quickly (don't be surprised if it takes three or four tries) and are back in front of the box, just leap into the air and hit Square; the Yellow Eco missile should automatically target the box. Good luck.

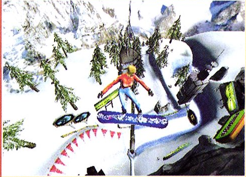
OK, so you think you're a wonderboarder because you can do a few Über tricks and you can beat the tar out of your dad at Tricky. Big deal. Truth is, to beat the real masters of this game, you might want to know a few secrets about the shortcuts. Did you find them all? We doubt it. So get back on your Überboard, smart guy/girl, and try to master these ridiculously cool pathways.

GARIBALDI

CABLE SLIDE

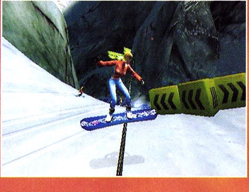
Right out of the start gates steer toward the right-hand side of the main path. Directly in front of you will be three yellow crash bags. Then go between the first and second crash bags. You'll now be in a narrow dip with a rock wall to the right. Continue down and as you crest the small hill, two cable wires will be visible. Ride up onto the wire. The wire will carry you along the side of the cliff, across the main path and past a media tower. Just past the media tower the cable ends on the top of a rock pillar. Jump off at the end and the main path will be directly in front of you. This is a great way to build an early lead.





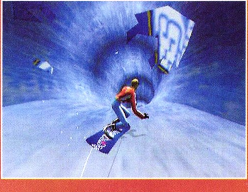
BILLBOARD SLIDE

Just past the first ice drop on the main path (about one minute down the track), the path will split into two, with a cliff wall dividing the two paths. The cliff wall has three yellow crash bags in front of it. Aim for the far-left crash bag. Just in front of this crash bag is a cable coming out of the snow. The cable will zigzag you back and forth across the main path before ending on top of the billboard. From the billboard you can drop onto the fence below and continue riding the fence all the way to the first criss-cross tabletop jump.



ICE TUNNEL

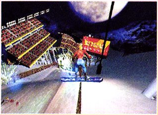
Take the left-hand path through the criss-cross tabletop jumps. You'll exit the second tabletop jump on an icy path. Go along this ice path for about two or three seconds. On the left-hand side there will be large rocks, but after two or three more seconds, a fence will begin. There is a gap in between the end of the large rocks and the start of the fence. Take yourself through this gap and a blue shortcut sign will be visible directly ahead. Smash through the sign. You'll enter an ice tunnel that brings you out to the bridge crossing the river.

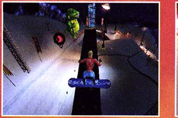


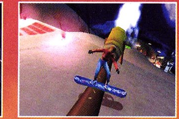
SNOWDREAM

FENCE SLIDE TO SNOW BLOWER

Right out of the start gates head to the right. Just in front of the caution sign jump onto the fence. The railslide will take you all the way past the crowd stand to the first billboard at the bottom of the hill. Railslide the first billboard without boosting. Natural air will land you on the second billboard. Make sure that you're centered on the second billboard and railslide without boosting. If centered, you'll drop off onto the snow blower below it. The snow blower will cut the first four corners off the race and will save you some serious time.

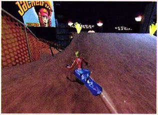


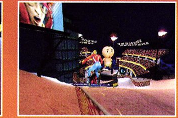


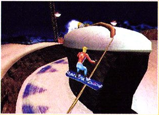


HUGE FENCE SLIDE

After exiting the big tabletop section of the track, you'll enter a series of icy turns that wind beside a rock on your left. After the fourth turn, take your bad self to the left-hand side of the path and check your speed. As you go around the final turn, the rock wall on your left will give way to a fence. On the left side of the jump directly in front of you will be three cables coming out of the snow. Ride those cables up onto the fence. The fence will take you across the main path onto a snow blower and then back onto an upper section of the track with opportunities for more shortcuts. This shortcut is a real humdinger and will save you a load of time.

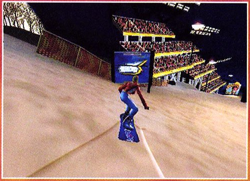


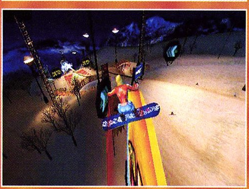




FENCE TO CROWD STAND TO BILLBOARD

About one minute down the track you'll come around a corner and enter a big open section of track with two tabletop jumps. There are crowd stands to either side of these aforementioned jumps. As you come around the corner, stay to the left side of the path and go toward the blue shortcut sign. Behind the shortcut sign is a cable. The cable will take you up to the crowd stands, across three of them and then onto a billboard. Railslide the billboard and you'll be dropped back onto the main path.

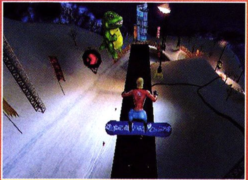




ELYSIUM ALPS

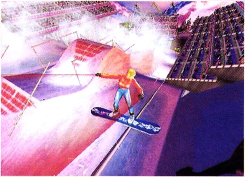
CLIFF TOP

After exiting the start gates and going off the first jump, take yourself toward the red shortcut sign on the left. Go through the shortcut sign and ride onto the cable behind it. This cable will take you down to the crowd stand, across it and onto a billboard. Jump off the billboard and onto the upper cliff-top path. Ride along this path until the caution sign. This is the end of the path. Ride down the middle of the path and jump at the end. You will land on another shortcut.



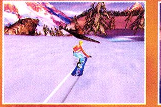
CROWD STANDS

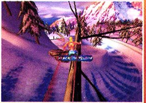
After finishing off the turn section through the first quarter of Elysium, you'll come down to the large tabletop section of the track. You'll notice that there's fog shrouding the tabletops. As you carefully land after the last jump before the tabletops, steer to the right-hand side. Just before the first crowd stand there is a cable coming out of the snow. Ride up the cable. This cable leads to the big-time crowd stand. Boost along the first crowd stand. But make sure you don't boost along the cable leading to the billboard. Re-apply the boost from the end of the billboard until the end of the second crowd stand and it will save a lot of time. You'll end up dropping back down at the entrance to the tunnel.



TREE TRUNK RAILSLIDES

Immediately after exiting the tunnel, steer to the left-hand side. There will be a fallen tree lying in the snow. Angle your approach so that you can railslide the tree. Once on the tree, apply boost helter-skelter. Remember this: Do not jump at the end. Boosting off the tree will carry you to two more; again boost once you're on the tree. There are five trees in a row that will eventually carry you to the shortcut over the frozen river.





TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

DEALING WITH BODIES

The most basic method to prevent a body from being found is to drag it to an out-of-the-way spot where no one normally checks. Of course, if the guard you're dragging around is unconscious, he's going to eventually wake up and resume his patrol no matter what dark corner you left him in. Wanna prevent that? Good.

If you put an unconscious guard in a locker, for some reason, he will never wake up completely. Of course, if there are no lockers around, that option is eliminated. That leaves you with three basic courses of action. First, if you have a gun of some sort (such as the USP), you can just give the guard a hot-lead injection.

As simple a plan as taking out the guard may seem, it also creates some new problems. For one thing, if there are any other guards within earshot when you fire off your gun, they're gonna come investigate (unless your gun has a suppressor). Even if no one hears your gun, if they ever discover the dead body anyway, they're going to go on the alert.

The second option is to be merciful—don't kill the poor guy (this leads to a higher score anyway). You could always leave the guard knocked out, and occasionally check on him as long as you're in the area. If he's going to wake up soon (he's down to only one Z over his head), you can always plug him with the M9 again.

Finally, in case it's not obvious, the simplest way to avoid a problem is to leave the area before the guard wakes up. As long as you're not around when he comes to, you'll be fine. Alerting a guard won't trigger an onslaught of guards who come out of the woodwork; instead, an alerted guard will usually try to knock you down, then he'll radio for assistance. If you manage to knock him out or kill him before he has a chance to use his radio, you'll be safe (you can even temporarily disable the radios of any guards in the area by setting off a Chaff Grenade).

THERM.G
What are you doing!?

GUARD RADIOS

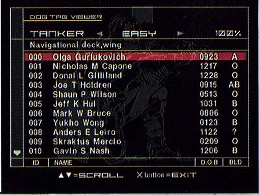
Speaking of radios, there are certain guards (usually one per area) who occasionally radio in to report their situation. If for some reason this guard doesn't report in (like if you cause him to have an "accident"), his superiors are going to call up to ask what's wrong. When the guard doesn't answer, any guards in the area will investigate and more guards may be called in. If they find the guard unconscious, they'll wake him up; if they find him dead, they'll go on alert. Strangely, if they don't find the guard at all, they'll search around a bit, then give up. If you have to take out a reporting guard, make sure you have a good place to hide him.

COLLECTING DOG TAGS

The game's main extras are unlocked by collecting dog tags from the guards you encounter. Nearly every guard has a set of dog tags you can take, but to get the tags themselves, you must hold up and threaten the guard. This means he's gotta be alive and conscious. Just sneak up on a guard and pull your gun on him. He'll sense that you're behind him and immediately throw his hands up. Next, keep your gun raised and hold the L1 button to move around in front of him. Then, just point your gun at his head and he'll give up the tags.

Certain guards won't relinquish their tags so easily. If a guard gives you a tough act, shoot him in the arm or leg with your gun (it's got to do real damage, so no M9) to show him you mean business, then just point the gun at his head as usual to get his dog tags.

If you just can't seem to sneak up behind a guard while he's awake (or you need to get him away from other guards), you can still knock him out with the M9 first. When you need to wake him up (so you can actually threaten him for the tags), you've got a couple ways to go about it. You can repeatedly pick up and drop the unconscious body to speed up the waking process. You can also drop off from a higher platform or ledge and land on the guard to help him come to. Once you get the Coolant Spray later on, you can spray the guard in the face with it to make him wake up lickety-split. For the record, the Coolant option amuses us most.



DOG TAG VIEWER

TANKER ◄ EASY ► 100%

Navigational deck,wing

ID	NAME	D.O.B	BLD
000	Olga Gurlukovich	0923	A
001	Nicholas M Capone	1217	O
002	Donal L Gilliland	1228	O
003	Joe T Holdren	0915	AB
004	Shaun P Wilson	0513	O
005	Jeff K Hui	1031	B
006	Mark W Bruce	0806	O
007	Yukho Wong	0123	B
008	Anders E Leiro	1122	?
009	Skraktus Merclo	0209	O
010	Gavin S Nash	1206	B

▲▼=SCROLL X button=EXIT

BOSS STRATEGIES

OLGA

Start this fight off by shooting the floodlight on the left side of the area (it'll be important later), then shoot both of the fasteners that are holding the green tarp in place (the tarp flies off if you're successful). As far as fighting Olga goes, just hide behind the boxes, go into first-person mode, and shoot her with the M9. If you stay out of her view for too long, she will throw a grenade at your location. Just dodge the grenade and resume firing.

The unit is my life, my family.

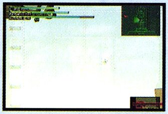
FATMAN

Keep sensor A on so you can find any of the bombs that Fatman sets. The best way to defeat him is to set down Claymores in various open spaces. If Fatman skates into one, he will be knocked down, giving you a chance to hit him in the head with your Socom or M9. If you run out of Claymores, you can knock him down by punching him. After the battle, move Fatman's body out of the way to find the last bomb.

21 BOMBS
SENSOR A

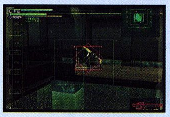
HARRIER

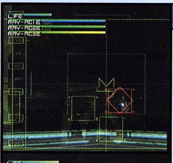
Quickly pick up the Stinger and ammo from the ground, then look for the Harrier on your radar. Once you have a clear shot, let loose a rocket. Keep this up until the Harrier flies right overhead. Switch to the RGB6, aim straight up, and shoot the Harrier as many times as you can before it flies off again. If the Harrier shoots missiles at you, run to the lower level of the platform to dodge them. Stick with it and this fight will be pretty easy.



VAMP

First, use your Socom to shoot all of the lights on the sides of the room (this prevents Vamp's worst attack). To dodge Vamp's knives, just wait until he throws them, then crouch. You can then shoot him before he throws some more. To dodge his knife slash, either do a flip right as he attacks, or crouch until he's about to attack, then lie down to dodge. You can also shoot him when he's underwater (use the Stinger or RGB6) to take him out even faster.





LIFE
RAY-AD1E
RAY-AD2E
RAY-AD3E
B.ARMOR

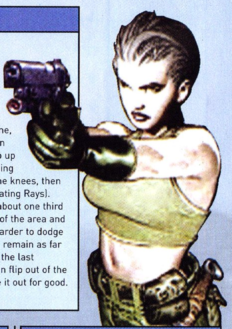
METAL GEAR RAY

This battle will seem very difficult the first time you attempt it; however, once you know the best method to use, it becomes less daunting. As soon as the battle begins, throw out a Chaff Grenade. Even if you only have a few, it's better to use them at the beginning (when you're under attack from three Metal Gears at once). If Chaff is active, the Ray can't target you correctly. Just watch for a Ray to fire missiles, then move to any other part of the area to dodge. If no Chaff is active, you'll have to put more work into dodging.

Listen for a beeping sound as the missiles approach—the faster the beeping, the closer the missiles are. Simply do a flip to dodge just before the missiles hit. The flip is also useful in dodging the machine gun attack that the Metal Gears sometimes use. (Note: Rations and Stinger ammo will randomly appear.)

In order to actually hurt the Rays, you'll need to use the Stinger. Start by targeting the knee of a Ray and firing. As soon as you fire off a rocket, aim the Stinger at the head of the same Metal Gear. The instant the first rocket hits the knee, fire a rocket at the head. If you fired in time, the rocket will hit the Ray in its open mouth, causing huge damage. Keep up this pattern of throwing Chaff, dodging missiles, and firing the Stinger at the knees, then the heads, of each Ray (keep alternating Rays).

Once a Metal Gear gets down to about one third energy, it will jump into the middle of the area and attack with a missile attack that's harder to dodge and not affected by Chaff. To dodge, remain as far from the Ray as possible, wait until the last moment before the missiles hit, then flip out of the way. Attack the Ray as usual to take it out for good.



THE AP SENSOR

If you find yourself without your radar (it's been disabled by Chaff, the guards are alerted, you chose not to use it in the options, etc.), don't forget about the AP Sensor in your inventory. If you have the AP Sensor equipped, any nearby guards will cause your controller to vibrate (like a heartbeat). The faster and stronger the vibration, the closer a guard is. Keep in mind, though, that a guard who's close is not always dangerous and a guard who's far still might be able to see you. Make use of your ability to peek around corners to look for guards, but be sure you have a place to hide (if a guard spots your spying eyes).

BOOK

This magazine contains pictures that the guards find, how shall we say "distracting." Leave the Book where a guard will see it, and he won't bother you for a while.

CODEC ADVICE

Whenever you're feeling challenged by a situation or a boss, there's typically some people on your Codec list who will offer you advice. You can also learn some extra tips on how to use your weapons and items from your comrades. If you can't figure out how to complete a mission, try giving someone a call. But if someone dies, we'll just fill you in and tell you that there are no tricks: They're dead. So don't waste your time trying to call.

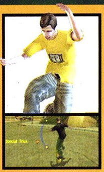
CAMERAS & CYPHERS

Although cameras are stationary and Cyphers hover around in a route, similar to a guard, both are bad news. A standard version camera or Cypher can alert guards to your presence, but the gun-equipped versions cut out the middle man and shoot at you themselves. There are two ways of dealing with these things—shooting them (except with the M9) or using a Chaff Grenade (remember that a Chaff Grenade will also disable your radar, so you best not need radar after throwing one).

TONY HAWK'S PRO SKATER 3

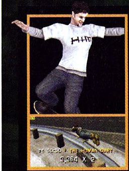
SPECIAL MOVES

The special moves in Tony Hawk 3 are the butter on humanity's huge slice of toast. Without them, the game is above-average. With them, it rivals any game on any system. Remember one thing: Some of the Triangle-based tricks are for the flat-land, not grinds. Otherwise, get on your bad board and special-move the night away.



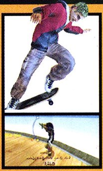
rodney MULLEN

Gazelle Underflip
↑, ↓, □
Truckstand
←, ↓, △
Anti Casper
→, ←, △
Handstand Double Flip
→, ↓, △



bam MARGERA

540 Tail Whip
↑, ←, □
Human Dart
↑, ↓, △
Russian Boneless
←, →, △
The Jackass
↓, ↑, □

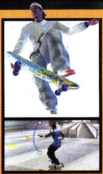


steve CABALLERO

Kickflip Superman
→, ↑, □
FS 540
←, ↓, ○
Hang Ten Nosegrind
↓, ↑, △
Handstand 360 Hand Flip
←, ↑, △

chad MUSKA

Handstand 50-50
→, ↓, △
BS Nose Comply
→, ←, △
Tailblock Slide
←, ↓, △
Ghetto Blastin'
↓, ↑, △

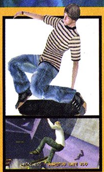


kareem CAMPBELL

Ghetto Bird
↑, →, □
Kickflip Backflip
←, ↓, ○
Reemo Slide
↓, ←, △
Nosegrind to Pivot
↓, ↑, △

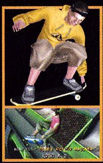
jamie THOMAS

Crook BigSpin Crook
→, ↓, △
360 Hardflip
←, ↑, □
Layback Sparks
←, →, △
One Wheel



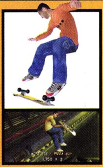
andrew REYNOLDS

Dark Disaster
←, →, △
Hardflip Late Flip
←, →, □
Noseslide Lipslide
→, ↓, △
Quad Heelflip
↑, →, □



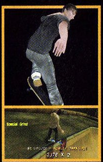
rune GLIFBERG

Double Kickflip Madonna
→, ↑, □
Christ Air
←, →, ○
Crail Slide
→, ↓, ↑
One Foot Blunt
←, →, △



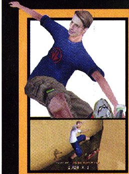
eric KOSTON

Fandangle
↑, →, △
Slamma Jamma
→, ←, □
Stalefish Backflip
→, ↑, ○
Pizza Guy
→, ↑, ○



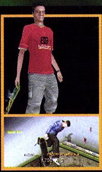
geoff ROWLEY

Rowley Darkslide
↑, →, △
Casper Flip 360 Flip
↓, →, □
The H Teeth Sweeper
←, →, △
Sproing
↑, ↓, △



tony HAWK

5-0 Overturn
→, ←, △
1-2-3-4
←, →, ○
The 900
→, ↓, ○
Double KickFlip Indy
←, ↓, □



bucky LASEK

Big Hitter II
↑, ←, △
Fingerflip Airwalk
←, →, ○
Misty Flip
→, ↓, ○
FS 540 Heelflip
←, ↓, □

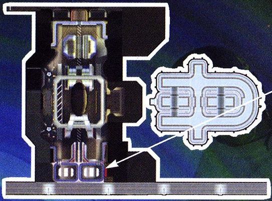
elissa STEAMER

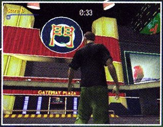
Coffin
↑, ←, △
Primo
↓, →, △
BigSpin Flip to Tail
←, →, ○
Judo Madonna
←, →, ○

DOMINATING THE FAR EAST

Tokyo

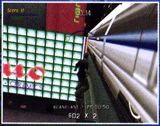
Tokyo features the type of visual pyrotechnics that are only matched by Times Square in New York City.

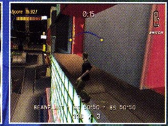


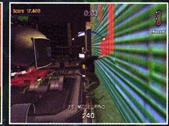


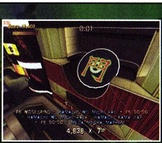
DISCOVERING THE BIGGEST SECRET

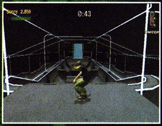
All right, everyone wants to get up and unlock the craziness of inner-Japan. Here's the deal: You'll have to grind the big oval sign on top of the middle building (the "Gateway Plaza" with the symbol in red). But getting there requires some real skill, and it's not a direct route. So get ready for a lot of hard work, and a bit of frustration. The arrow points to the spot you'll need to get to. First, get up speed, then go to the wall nearest the subway tracks (it's at the bottom of the map we're showing you). Grind onto the subway tracks, jump, then grind onto the concrete barrier. Go to the right to end up in a really sweet half-pipe. Time is of the essence, so use that half-pipe to get momentum, and then go for the highest ledge opposite the train tracks. From there, it's a game of balance. If you stay balanced and do the necessary hops, you'll ride the half-circle and open up the secret spot. Plus, you'll get the hard-to-reach Stat Coin.





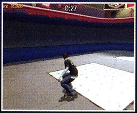


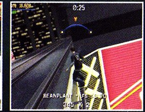


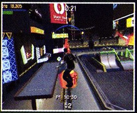


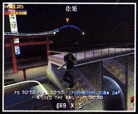
HIDDEN DECKS

Finding the Hidden Decks scattered all over Tony Hawk-land isn't a gimme. Particularly when you're saddled with beating up on the Japan level. Here's how to find the Hidden Decks in the level that qualifies as the hardest of the hard. Go get 'em!

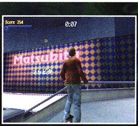


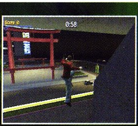


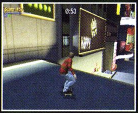


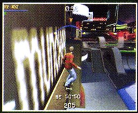


For Tony Hawk, Rune Glifberg, Bam Margera, Andrew Reynolds, Elissa Steamer: This is tough. Go to the right side of the pools at the opposite end of the starting point, and use your momentum to grind the rails way above you. Then grind all the way around the area until you reach the area above that starting point. Tough stuff, but balance is king here.



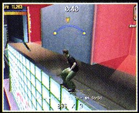


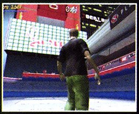


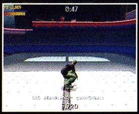


For Kareem Campbell, Bucky Lasek, Chad Muska, Jamie Thomas: From the starting point turn around and go to the yellow rail. Then grind like a madman.

For Steve Caballero, Eric Koston, Rodney Mullen, Geoff Rowley: easy stuff. Use the Boneless to get up. It'll lead you to the secret spot if you're lucky.







FINAL FANTASY X®

YUNA'S SECRET AEONS

What would a Final Fantasy be without over-the-top summon spells? FFX proudly carries on the tradition with Aeons, summoned beasts that fight like regular characters once they're called from the heavens. Here's how to track down all the extra hidden Aeons.

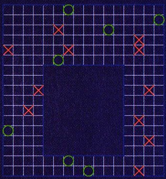
ANIMA

Seymour's creepy Aeon can be yours, assuming you've successfully retrieved all of the Destruction Sphere treasures from the six Aeon shrines. (If you missed one, you can return to the shrines after beating Seymour Inside Sin.) Input the airship coordinates X16 Y57 to reach the Baaj Temple. Tidus, Wakka and Rikku jump into the lake and Tidus vows to settle the score with the aquatic beast that bested him at the start of his journey. This fish can prove to be difficult for an inexperienced party. Rikku's powerful grenades and gems will make it a much easier battle, so toss liberally. Once it's out of the way, you'll dive into an undersea Fayth. Yuna will pray here and receive Anima.

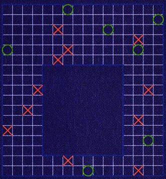
Special Attack: Pain—This vicious attack randomly casts Death on an enemy.
Overdrive: Oblivion—Anima's spooky overdrive opens a world of hurt on enemies, routinely causing over 40,000 points of damage.

Anima
HP 15146
MP 309

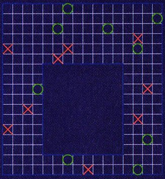
Bottom Left



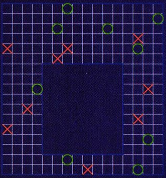
Bottom Right



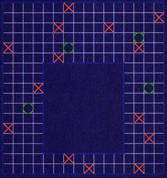
Upper Left



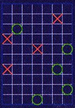
Upper Right



Sphere Treasure

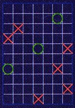


Entry



When you enter for the very first time, step on the green blocks indicated here.

Entry (Tr)



When you return to claim the treasure, step on these squares in the entry room.

☒ **Don't Step Here** ○ **Step Here**

Yevon Dome Cloister of Trials

Although you don't actually gain an Aeon from this temple, you must still complete a rigorous test. The first room has eight spots on the floor. You must step on only the green blocks to pass (see diagram at left).

A group of pedestals appears in the room. Four of them must be pushed to activate a puzzle in the next room. When you push one, you must enter the next room and step only on the floor tiles that correspond to the desired design. It's a real pain. Use this guide and the diagrams for a quick solution.

A Besaid Sphere and a Kilika Sphere appear. Place the Besaid Sphere in the right-center pedestal in the first room. Stick the Kilika Sphere in the left-center pedestal.

To obtain the Destruction Sphere treasure, return to this room after boarding the airship. The goal now is to light up only the white puzzle blocks. Step on only these blocks in both rooms. Take the Destruction Sphere that appears in the smaller room and place it in the right hole in the large room. Take the final treasure.

YOJIMBO

This secret summon isn't all that useful, and he charges a steep fee for his services. You'll find this elusive samurai lurking in a forgotten cave between the Calm Lands and Mt. Gagazet. Take the NE exit from the Calm Lands, but rather than walking across the second bridge, go under it. You'll find a mysterious cave packed with monsters. At the heart of the cave you'll encounter the tortured spirit of a fellow summoner. She'll summon Yojimbo to fight you, but he's a total breeze to kill. Afterward, Yuna will enter the Fayth. However, unlike most Aeons, Yojimbo will not join the party for free. He demands payment of 300,000 gil. It's possible to argue his price down to 250,000 if you're strapped for cash. He has no overdrive, cannot cast spells, and will not allow you to control him. Yojimbo demands gil to attack. Hand over 1 gil and he'll attack with his dog, Daigoro, or do one of his sword strikes. If you give him a lot of gil, he'll break out Zanmato, a violent decapitation move. Exceed 9999: Equipping Auron's Masamune allows Yojimbo to exceed 9999 damage.

THE MAGUS SISTERS (CINDY, SANDY AND MINDY)

Cindy HP26110 MP 35
Sandy HP21526 MP 24
Mindy HP15447 MP 43

Cindy HP26110 MP 253
Sandy HP21526 MP 234
Mindy HP14926 MP 434

Final Fantasy X's greatest summon features the triumphant return of Cindy, Sandy and Mindy, the Magus Sisters from Final Fantasy IV. Back in the day, these gals were nefarious bosses, but now they're fighting on the side of good. No other Aeon can match the raw power of these ladies. However, recruiting these chicks requires a lot of work.

First, you must capture one specimen of each monster roaming the Calm Lands and Mount Gagazet. Return to the trainer in the Calm Lands to receive a small prize. (Investigate the strategy section concerning monster capturing for a detailed explanation.) Once all 21 of these critters are in the bag, head to the southeast corner of the Calm Lands on a chocobo. You'll see a yellow feather on a ledge. Investigate the feather and you'll jump to a hidden ledge. Disembark from the bird and walk to the Remiem Temple. Yuna must now face off against the Aeon trainer against every Aeon she possesses. You can heal between bouts, so it shouldn't be much trouble. Eventually, you'll win two items that will open the nearby door to the Fayth of the Magus Sisters. On the way out, you can challenge the Aeon trainer one last time for a special item. She calls the Magus Sisters, so using Anima is your best bet.

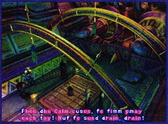
Controlling the Sisters: You can't directly control the actions of the sisters. Each one has options such as "Help Each Other," "Go, Go," and "Do As You Will." Choosing these general categories affects what actions they will take. Fighting commands are generally the best choices, but healing and defensive strategies work well in longer boss encounters. If one of them does something really great, choose "One More Time" during the next round to repeat it.

Special Attacks: The girls will randomly perform these moves when issued the "Fight!" command.
Cindy—Camisade—This hydro-powered body slam hits hard.
Sandy—Razzia—Want to do 99999 damage? Try this.
Mindy—Passado—Multiple stinging shots fly from her shapely behind.

Overdrive: *Delta Attack*—If the Overdrive meters of all three sisters are full, tell them to "Combine Your Powers" to dish out the Delta Attack. Like any good FF final summon, it's obscenely long, quite beautiful and totally deadly.

AL BEHD LANGUAGE

Final Fantasy X combines the fun of role-playing with the thrill of foreign-language class with the Al Behd Primer minigame. Rikku's race of desert-dwelling people speaks a language called Al Behd. Tidus can't understand a word of it at first, but by finding 26 books peppered throughout Spira, he can become fluent in the exotic tongue. You'll be able to comprehend what all the Al Behd are talking about, plus you'll also be able to decipher some ancient writings.



Fhen dhe Calm cuses, fe fimm pmay each tay! Nuf fe susd drain, drain!

Primer I. On the deck of the Al Behd salvage ship that rescues Tidus
Primer II. Besaid Village, Crusaders' headquarters
Primer III. Transport ship from Besaid to Kilika, power room
Primer IV. Kilika Bar
Primer V. Transport ship from Kilika to Luca, control room
Primer VI. Luca Stadium, Underground floor B
Primer VII. Luca Viewing Room, on the counter
Primer VIII. Mi'ihen Road, a gift from Rin
Primer IX. Mi'ihen Road, New Road North
Primer X. Mushroom Rock Road, Cliff area
Primer XI. Djose Road
Primer XII. Moonflow, North Shore
Primer XIII. Guadosalam, in a room on the far left
Primer XIV. Thunder Plains, a gift from Rin
Primer XV. Macalania Forest, on the road to the lake
Primer XVI. Macalania Lake, in front of the inn
Primer XVII. Sanubia Desert, central portion, left side
Primer XVIII. Sanubia Desert, central portion, right side
Primer XIX. Al Behd city of Home
Primer XX. Al Behd city of Home, residential area
Primer XXI. Al Behd city of Home, road area
Primer XXII. Bevelle Temple, Monk's Road
Primer XXIII. Calm Lands, Northwest area
Primer XXIV. Remiem Temple
Primer XXV. Cave under the Mountain
Primer XXVI. Omega Ruins

As you collect the primers, the letters of the Al Behd language that you know will appear as red text. If you gather all 26, Rin will give you a bunch of Reverse Keys, items that add Double AP to a weapon. You can also use transfer collected Primers from another save game via the Combine Spheres located at Inns.

AIRSHIP COORDINATES

Although you don't actually get to drive the airship per se, you can tell it where to go by feeding it coordinates. Here's a list of all the secret locales.

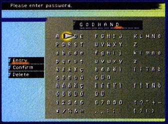
Search

X-74 Y-36 = Omega Ruins
X-15 Y41 = Sanubia Sand Dune
X-16 Y-57 = Yevon Temple
X-31 Y-73 = Besaid Rainbow Waterfall
X-34 Y-58 = Mi'ihen Abovewater Ruins
X-42 Y-57 = Battle Site

There are also three secret Al Behd passwords that unlock secret areas. Type these in using all capital letters.

Input

GODHAND = Mushroom Rock
VICTORIOUS = Besaid Ruin 1
MURASAME = Besaid Ruin 2



Please enter password.

GODHAND

ULTIMATE WEAPONS

Every character in FFX has an Ultimate Weapon, a super-powered implement of destruction that makes thrashing monsters a breeze. To hunt for these legendary tools, you'll need the Celestial Mirror to open magically locked chests. The mirror is a prize for winning the Chocobo Race on the right side of Remiem Temple. However, when you receive the mirror, it is too weak to open chests. You must power it up by taking it to the Macalania Forest. Take your airship to the Highbridge and head south to the forest. Take your first left and you'll find some people talking. When you speak to the man on the left, he'll remember that he's late for an appointment and run off. Follow him south and you'll reach the Macalania Woods. He's waiting there with his wife. Talk to him several times until he mentions his missing son. On the left side of the screen, you'll spy a shimmering, translucent pathway. Take that path and follow the branch to the left. You'll find the boy, who is happy to be reunited with his folks. You'll also find a giant glowing crystal. Hold the mirror up to the glowing mass to energize it.

Each of the seven Ultimate Weapons requires two special items to unlock its potential: a crest and a sigil. You must return to the glowing crystal in Macalania Forest to use the crests and sigils on the weapons.

Tidus HP 9999 MP 318
Yuna HP 7976 MP 784
Kimahri HP 2244 MP 178

TIDUS-CALADBOLG

***Abilities*—Break 9999 Damage, 3x Overdrive, Avoid Counter, Magic Counter**

This snazzy sword is located at the northwest end of the Calm Lands, down a narrow little pathway. A person blocks the way until you successfully win all four chocobo contests in the Calm Lands. The chocobo trainer is located in the center of the area, near the save sphere. The first three trials are quite easy, but the fourth race is tricky. Grab balloons to lower your time!

Tidus' Crest

Return to the room in Yevon Dome in which you fought Yunalesca. The crest waits in a treasure chest there.

Tidus' Sigil

Return to the fourth chocobo-training race in the Calm Lands and achieve a perfect score. You must concentrate on dodging birds while getting 15 balloons to win the race with a time of 0:00. Keep trying at it, as the balloon layout changes each time. Eventually, the layout will be in your favor. The sigil is yours!

What's with that crazy name? Well, it's the name of an ancient Celtic sword that an Irish folk hero once wielded. It is said that the name "Excalibur" was derived from the "Caladbolg." See, you actually learned something today!

Winning this race with the unbelievable time of 0:00 is not easy. Don't give up if you lose a few times, as the balloon patterns change randomly. Keep practicing and you'll eventually win out over that bird-brained trainer.

WAKKA - WORLD CHAMPION

***Abilities*—Break 9999 Damage, 3x Overdrive, Double AP, Avoid Counter**
***Aeon Effect*—Allows Ifrit to break the 9999 damage limit.**

This stylish ball is a gift from the Luca bartender once you've successfully won five Blitzball games.

If you want to get your hands on that thing, you'll have to win more games.

Wakka's Crest

Find this in the Besaid Aurochs' locker room at Luca Stadium.

Wakka's Sigil

Blitzball masters may win this as a random grand prize in Blitzball. You must first have all four of Wakka's Overdrives.

YUNA - NIRVANA

***Abilities*—Break 9999 Damage, 3x Overdrive, Double AP, MP Cost 1**
***Aeon Effect*—Allows Valefore to break 9999 damage limit**

The monster trainer will give you this after you capture one of every monster roaming the Calm Lands.

Capture monsters from Calm Lands and Mt. Gagazet to open the way.

Yuna's Crest

Return to the Besaid Beach. You'll find Yuna's Crest in a chest there. Swim into the water and head up the coastline until you see it.

Yuna's Sigil

You'll receive this after beating all eight of Bergimene's Aeons at Remiem Temple.

AURON -MASAMUNE

***Abilities*—Break 9999 Damage, 3x Overdrive, Pre-emptive Attack, Counter**
***Aeon Effect*—Allows Yojimbo to break 9999 damage limit**

Near the Cave Under the Valley (where you found Yojimbo) you'll find a Rusty Sword. Take this blade to the Mushroom Rock Road. On the left side of the road, you'll find a small nook with an elevator. Insert the Rusty Sword into the battle monument there to uncover the Masamune.

Auron's Crest

Look in a chest on the Old Mi'ihen Road. You'll need a chocobo to reach it.

Tidus HP 9999 MP 342
Auron HP 14295 MP 313
Kimahri HP 2244 MP 178

Auron's Sigil

This one takes some work. You'll have to capture one specimen of each monster in 10 of the different monster-training regions. The crotchety monster trainer will reward you with the Sigil for your effort.

Tidus HP 9999 MP 342
Lulu HP 2380 MP 342
Kimahri HP 2244 MP 178

LULU - ONION KNIGHT

Abilities—Break 9999 Damage, 3x Overdrive, Magic Booster, MP Cost 1
Aeon Effect—Allows Shiva to break the 9999 damage limit.
Cuddly and aromatic, this lil' onion first appeared in Final Fantasy III, one of the Japanese Final Fantasy games that never came out in the U.S. To find this valuable vegetable, return to the Baaj Temple. (It's where you got the Anima Aeon.) You'll find a hidden chest near the wall in the lake. When the camera zooms in, you're close.

Lulu's Crest

Take another trip to the Farplane in Guadosalam to find this Crest.

Lulu's Sigil

Successfully getting this sigil is a horrific ordeal. Masochists should go to the Thunder Plains to begin the cruel quest. If you can dodge 200 consecutive bolts of lightning with the X button, you'll find the Sigil in the chest in front of the Inn. If you mess up once, it's all over. Dodging 200 bolts will take about 40 minutes.

Dodging 200 consecutive bolts is a nightmare. Seriously, we don't suggest you attempt it unless you simply must have everything. Equip a weapon with the "No Encounters" ability before you attempt this feat.

OVERKILL
Lulu HP 2380 MP 352
Yuna HP 7976 MP 784
Kimahri HP 1871 MP 178

KIMAHRI - SPIRIT LANCE

Abilities—Break 9999 Damage, 3x Overdrive, Double AP, Avoid Counter
Aeon Effect—Allows Ixion to break the 9999 damage limit.

You'll spot glowing Cactuar monuments scattered throughout the Thunder Plains. Press the Square button to pray at three of them. Follow the ghostly Cactuar that appears to a wrecked thunder tower. Pray at the base of that tower to reveal a treasure chest.

Kimahri's Crest

Investigate a concealed chest in the area of Mt. Gagazet just beyond where you fought Seymour. It's behind a pillar on the left.

Kimahri's Sigil

Win the butterfly-catching mini-game in the Macalania Forest. You must touch all the blue butterflies within the allotted time limit. Touching a red butterfly incites a battle that wastes precious time. It's much tougher than it seems.

RIKKU - GODHAND

Abilities—Break 9999 Damage, 3x Overdrive, Double AP, Gillionaire

Simply input the password "GODHAND" into the airship and grab it from the chest.

Rikku's Crest

Take this from a chest in the northwest corner of the Sanubia Desert (fourth section).

Rikku's Sigil

Challenge the sneaky Cactuars of the Sanubia Desert to find this Sigil. Start at the Cactuar monument in front of the sandstorm. It will tell you the whereabouts of one of the 10 missing Cactuars. When you find each one, it will play a quick game with you. You must capture it before the timer runs out, but if it sees you moving, you'll lose. It's not actually important to win these games, so don't worry if you fail. Return the green orb to the monument to get a clue about the next Cactuar. The Cactuars appear in a random order, so here are their locations.

① Tomay—At the Bikanel Island oasis (1st desert area)
② Rovivea—Northwest area of the 2nd desert area
③ Chava—Hiding behind the Al Behd 20% off sign in the 4th area
④ Alek—Running around the ruins in the West section of the 3rd area
⑤ Aloja—Running around the ruins in the West section of the 3rd area
⑥ Vachella—Hidden behind the save sphere in the 2nd area
⑦ Robeya—In a treasure chest in the Southwestern part of the 3rd area
⑧ Israa—In an antlion pit in the 4th area. (Leave the area, then return.)

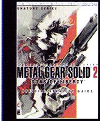
⑨ Elio—At the Bikanel Island oasis, but he warps onto your airship.
⑩ Flaile—He appears back at the monument once get 9 Cactuars.

Strategy Guides

Need a little more help in getting through some of today's hottest games? We're here to tell you if their guides are worth your cash.

Final Fantasy X

Wow. BradyGames really outdid itself with this expansive, all-inclusive official strategy guide. Not only is the walk-through nearly airtight while remaining relatively spoiler-free, but the guide also includes tons of extras and lots of tidbits that are just fun to read. In fact, you might find yourself flipping through the comprehensive Bestiary section even after you beat the game, just for kicks. The guide also makes a valiant attempt at demystifying the murky game of blitzball. But the crowning jewel has to be the foldout poster with the complete Sphere Grid on one side and a chart of all of Rikku's possible Mix overdrives on the other side. Very cool indeed. This is the only guide you'll need.
Final Score: ●●●●●
www.bradygames.com



Metal Gear Solid 2: Sons of Liberty

If there is a more complete guide about any game anywhere, I'd like to see it. MGS2's guide is a home run. A triumph. A legendary exercise in perfect strategy guides. It's deep, it's precise, and its only real failing is that it's so specific that you might have a hard time finding exactly where you are in the game. But when we ran into trouble, this is where we turned. It'll give you a load of secret things that are easy to miss, dog tag locations, plus it's freakin' pretty. You'll love it.
Final Score: ●●●●●
www.bradygames.com

Legends of Wrestling

If you're struggling through the slow motion of Legends of Wrestling, and you're in need of a strategy guide, reconsider plopping down the coin for Prima's official guide. Because what you'll get here is a history lesson. Not that it's a terribly bad thing. In fact, the history lesson is quite informative, especially for those unfamiliar with the antics of Terry Funk and Koko B. Ware. Otherwise, for gameplay tips, this deserves a body slam. Troubled gamers, stay far away.
Final Score: ●●
www.primagames.com

Max Payne

Not only are the screens ridiculously dark and the layout soporifically bland, this guide is also rife with text errors and questionable guidance. The big no-no here, though, is the fact that in spite of the guide being designated for PS2 and Xbox, it makes reference to things like hitting the F5 button too quick-save (neither that feature nor that button can be found on the PS2) or pressing the right mouse button to launch into bullet time. Whoops.
Final Score: ●
www.bradygames.com

TRICKS FROM THE 10 BEST-SELLING PLAYSTATION 2 GAMES

① Grand Theft Auto III

These cheats work while playing the game. Don't mind your character doing a strange dance.

All Weapons Cheat
R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Lots Of Money Cheat
R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Rithg, Up

Full Armor Cheat
R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up

Full Health Cheat
R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up

Blow Up All Cars
L2, R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1

Extracurricular Automobiles
Pick up any service vehicles and put them to use when you're not doing a mission, and you'll score some goodies.

Police Bribes
Steal a law-enforcement vehicle (Police Car, Enforcer, FBI Car or Tank) and press R3. In this mode you must chase down criminals and kill them.

Kill 20 criminals on each island and you will be rewarded with three Police Bribes at your save point (1 for each set of 20 killed on each island).

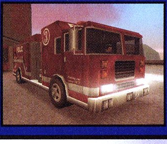
Hospital Run
Find an Ambulance and press R3.

Save 35 pedestrians and a health refill will appear outside any of your save points.

Save 70 pedestrians and an adrenaline pill will appear outside any of your save points.

Complete the Ambulance level 12 and Infinite Run will be granted.

Fire Away
While not doing a normal mission, get in a Fire Truck and press R3. There is a Fire Station on each island. Put out 20 fires on each island and a Flamethrower will always appear at one of your three save points.



❷ METAL GEAR SOLID 2

If you haven't played MGS2, what are you waiting for? Get to it. Here are some tricks to keep you attentive.

Animal Rights
If you shot enough seagulls with any gun, they'll either crap on you or peck you.

Headdresses
1. After you beat the game once, start a new game. Then, select Tanker for the level. Get as many dog tags as possible on any of the level difficulties. If you get 30 or more, you will get the Bandana. It gives you infinite ammo.
2. Collect all the dog tags and you'll receive the Blue Wig. It gives you infinite air while swimming.
3. After beating the game with 150 dog tags, you receive the Orange Wig which gives you infinite grip.

Another mode?
Beat the game once and the Extreme difficulty level will be unlocked.

Riding on a conveyor with boxes
Take a cardboard box to Strut E: Parcel Room. Get in the box, and jump onto the conveyor belt, in the top right-hand corner of the room. You will be transported to a different area, based on the box you used. Try them all, and see where you go.

❸ TONY HAWK'S PRO SKATER 3

Bevy of unlockables
To unlock these people/cheats/places, you'll need to beat the game with each skater. Each time you beat it, another will be unlocked. Go to town.

1. Darth Maul
2. Wolverine
3. Warehouse Level
4. Officer Dick
5. Private Carrera
6. Burnside Level
7. Ollie, the Magic Bum
8. Kelly Slater
9. Roswell Level
10. Demoness
11. Snowboard Mode
12. Always Special Mode
13. Perfect Rail Balance Mode
14. Super Stats Mode
15. Giant Mode
16. Slowmo Mode
17. Perfect Manual Balance Mode
18. Tiny Mode
19. Moon Physics Mode
20. Expert Mode
21. First Person Mode

Score 6,232
1:30
FORCE GRAB
1,300

Pre-created maulers
Enter in the names of these characters (case sensitive) in the Name section while in Create-a-Skater. They will appear as a hidden character with some unique feature.

062287
Braineaters
Crashcart
DDT
Eastside
Frogham
Gorilla
Grass Patch
Mini Joel
Pimpin Frank
Rastapopolous
Skillzilla (or by entering Gi Skillz)
Stacey D

Hidden combos
Lots of times you'll be doing a bevy of kickflips and you'll hear the Hidden Combo sound. Basically, if you do the same move twice in a row, and quickly, you'll do a hidden combo. If you do back-to-back kickflips, it'll be a double-kickflip. You can do triple kickflips, too. The same thing applies for impossibles and heelflips.

❹ MADDEN NFL 2002

Taking it to the NFL

Cadence Counts
When you get to the line of scrimmage, you want to snap the ball, right? Might as well get on with it; it's a video game, right? Well, not in the case of Madden. Basically, if you keep snapping the ball at the same time, you're going to get creamed. The defense is going to pick up on your snap count and bum-rush you every single time. Basically, patiently call out a few "hutt-hutts" by tapping Circle, then snap the ball at different times, using the play clock as a marker. It'll save you frustration, and it'll save your quarterback from getting severe headaches.

Pointing Fingers
When you're on offense, rushing up to the line of scrimmage and snapping the ball is the easiest way to go four-and-out. Patience is the key. And there's a trick to get great blocking, too. After calling your play (the sooner, the better), you'll go to the line of scrimmage. If you wait, and there's enough time on the play clock, your center will start pointing to defensive players. He's basically calling out blocking assignments. If you snap the ball after that, you'll get insanely better pass protection and much better run blocking. It's a simple, subtle thing, but it makes such a huge difference that the results will be staggering.

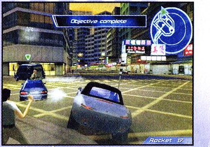
❺ JAMES BOND 007: AGENT UNDER FIRE

Gold and Platinum Medals
Here's how it works: We give you the medal, and the points you'll need to get it, then the reward. Simple enough.

Level 1: Trouble In Paradise
Gold: 50,000, Golden Gun
Platinum: 50,000 + 007 Icons, MP Map - Rocket Manor

Level 2: Precious Cargo
Gold: 50,000, Golden CH-6
Platinum: 50,000 + 007 icons, MP Game Mode—Golden Gun

Level 3: Dangerous Pursuit
Gold: 70,000, Unlimited Missiles



Platinum: 70,000 + 007 Icons, MP Model—Stealth Bond

Level 4: Bad Diplomacy
Gold: 70,000, Golden Accuracy
Platinum: 70,000 + 007 Icons, MP Powerup—Gravity Boots

Level 5: Cold Reception
Gold: 90,000, Golden Clip
Platinum: 90,000 + 007 Icons, MP Model - Guard

Level 6: Night Of The Jackal
Gold: 90,000, Gold Grenades
Platinum: 90,000 + 007 Icons, MP Weapon—Viper

Level 7: Streets Of Bucharest
Gold: 100,000, Lotus Esprit
Platinum: 100,000 + 007 Icons, MP Model— Alpine Guard

Level 8: Fire & Water
Gold: 100,000, Rapid Fire
Platinum: 100,000 + 007 Icons, MP Weapon—Calypso

Level 9: Forbidden Depths
Gold: 110,000, Golden Armor
Platinum: 110,000 + 007 Icons, MP Modifier—Full Arsenal

Level 10: Poseidon
Gold: 120,000: Golden Bullets
Platinum: 120,000 + 007 Icons, MP Model—Cyclops Oil Guard

Level 11: Mediterranean Crisis
Gold: 130,000: Regenerative Armor
Platinum: 130,000 + 007 Icons, MP Model—Poseidon Guard

Level 12: Evil Summit
Gold: 130,000 Unlimited Ammo

Legends of Wrestling

Unlock the hidden wrestlers

Captain Lou Albano: Beat Career mode with a "Hated" legend.

Jimmy Hart: Beat Career mode with a "Loved" legend.

Dory Funk: Beat Career mode with Terry Funk.

David Von Erich/Michael Von Erich: Beat Career Mode with Kevin Von Erich

Fritz Von Erich: Beat Career Mode with Kerry Von Erich

Sabu: Beat Career Mode with The Iron Sheik

King Kong Bundy: Beat the Southeast Territory (Career)

Ivan Koloff: Beat Vs. Tourney.

Mr. Fuji: Win Tag Belts in Tourney.

Robert Gibson/Ricky Morton: Beat Tag Tournament.

Hidden Arenas

To unlock the backlot, gymnasium, beach resort and casino arenas, simply beat the Career mode. Then you can wrestle in these "arenas" during Exhibition mode.

The cheap way to unlock everyone

At the Main Menu press: Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Triangle, Square.

DiBiase
Valentine
Steamboat

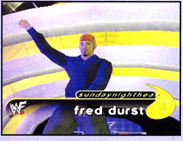
Platinum: 130,000 + 007 Icons, MP Model—Carrier Guard

⑥ WWF SMACKDOWN!: JUST BRING IT

Tackling the WWF

Fred Durst

The easiest or hardest card requires you to use The Undertaker to score at least a 15 in a Slobberknocker exhibition match. This can be a real headache, since you'll only have 10 minutes, but we believe in you. The best trick is to avoid weakening your opponent. Just go right at him with a running clothesline or a Tombstone (Down + Circle on a groggy opponent). Either will turn your opponent to mush, and you can pin him for a three count. Remember to mix in a fair share of chokeslams, as well (Up + L1 on a groggy opponent).



One-on-two with the APA

To fight the APA follow this method:

1. Turn down the Tag-Team Shot.
2. Talk trash on the mic.
3. Go talk to Michael Cole.
4. Tell him you want to beat the hell out of the guy.
5. Do not go to the parking lot.
6. Go to the APA office (right-hand door as you go down the stairs).
7. Tell the APA to get off their ass and do some work.
8. The match should start in their office.

Here's a hint: Don't hang around in their office. Get to the ring so you can dive into the crowd and get a breather.

Extra create-a-wrestler points

Use a created superstar and follow these steps to get 55 extra points.

1. Turn Vince down.
2. Talk trash.
3. Tell Michael Cole you want to kick his butt all over the arena.
4. Go to the parking lot for the match.
5. Win the match.
6. Show up onstage for the next superstar.
7. Win the next match.
8. Win the match at Wrestlemania.

⑦ NBA LIVE 2002

Mo' money for your salary cap

Before starting a new franchise, go to "Roster Management." Release your highest-paid players to the Free Agent Pool. This works for every team. Start a new franchise, and go to the "Roster Management" screen. Select "Sign Free Agents" and you can now sign your high-priced players back to your team for the league minimum.

Iverson's armband

To get the effect of Iverson's armband, select all armbands while creating a player. It will look like Iverson's armband/sleeve.

⑧ GRAN TURISMO 3

Racing tips

Professional mode

First, choose Arcade mode, then highlight the Hard difficulty level. Hold L1+R1, and it will change to Professional.

Stay In Same Gear

When in Automatic Gear Shift mode, hold R2 and you will stay in the same gear. (This is useful if you don't want the automatic shifter to change gears up or down while turning.)

⑨ CRASH BANDICOOT: WRATH OF CORTEX

Tundra fundra

After you have defeated the Boss in level four and earned the bazooka, return to level one, Arctic Antics. Shoot the three woolly mammoths to get extra lives.

⑩ JAK AND DAXTER: THE PRECURSOR LEGACY

Alternate ending

Successfully complete the game after collecting at least 100 Power Cells.

Faster credits

Once the names of the Naughty Dog staff have been shown and have disappeared off the screen, hold X or Circle. The credits will speed up and be completed in a few seconds.

Max Payne

Level Select

Play through the game until you pass the the subway level. Then press the SELECT button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle.

Eight Pain Killer Pills

Press Start to pause, then press L1, L2, R2, R1, Triangle, Circle, X, Square.

All weapons and full ammunition

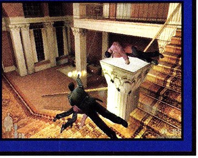
Pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square.

Infinite Ammo

Pause the game and press: L1, L2, R1, R2, Triangle, Square, X, Circle

Invincibility

Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code in again after saving.

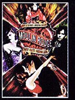


DVD EGGS

Moulin Rouge Special Edition DVD

There are quite a few dazzling tricks on Baz Luhrman's blindingly brilliant musical. Here are four we found to our liking:

1. On Disc 2, access "The Cutting Room" feature. There will be a short list of items cut from the film and commentaries. Highlight Main Menu and then push your directional arrow Left to highlight a red windmill. The snippet is of "Your Song" sung my Mr. Ewan McGregor, but the camera is on Nicole. For a moment she has a case of the giggles but they continue to film. Then Ewan and Nicole both decide to lip-sync to Elton John's song karaoke style.
2. Also on Disc 2, go to the area titled "The Dance." There will be a listing of the various dances from the movie. The first box says "A word from Baz." Highlight this box and then click Right. A silhouette of a fairy will appear. Clicking that will take you to a short behind-the-scenes clip of Baz explaining the motivation for "El Tango De Roxanne" to Jacek Koman and Caroline O'Connor.
3. Put in Disc 2 and click More. Put your pointer above the C in dance, and a red fairy should appear. Enjoy.
4. On the second disc, click The Stars, then click Next to go through the video, click More, above John Leguizamo. Guess what? A red fairy appears.



Planet of the Apes DVD

While watching this flick we realized we were watching a movie about apes. If you like it, this never occurred to you. Regardless, on disc one, get to chapter 35. At approximately 1:25 minutes into the chapter when the statue of Thade is presented in full view, hit the play button again, and you will instantaneously be transported to a "making of" scene and decisions made about the statue. Informative.

Scary Movie 2 DVD

This egg is as lame as this steaming road apple of a movie, but we know some of you suckers got the DVD for X-mas. So, go to the Bonus Materials section from the main menu. Once there, go to the deleted scenes. On the first menu of deleted scenes, scroll down to the arrow. Once the arrow is highlighted, press Left on the controller to highlight a cat. Press enter to hear the bird talk.

Almost Famous Bootleg Cut DVD

On Disc 2, head to The Cast heading in the Special Features menu and click on Fairuza Balk's bio. Press up to highlight the polaroid and hear some Crowe commentary before viewing a seven-minute scene featuring Kate Hudson and Patrick Fugit exchanging lines ad nauseum.

Also, under the Audio menu, press Right while on the first commentary track to highlight the center of the record. It's a funny little moment between Fugit and Philip Seymour Hoffman.

TRICKS FROM THE 10 BEST-SELLING PS ONE GAMES

① HARRY POTTER: THE SORCERER'S STONE

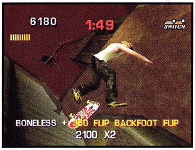
Alternate Ending
When you complete the game the credits will start to run, and will continue for nearly 10 minutes. When it's finished it will tell you who has won the Hogwarts House Cup. If you have collected all 17 Famous Witches and Wizards cards, you'll be granted an alternate ending.

Bertie Bott Beans
Collect the following amount of Bertie Bott beans to unlock an item behind a portrait at Hogwarts.
50 Yellow Beans: Nimbus Two Thousand
70 Blue Beans: Glove for Quidditch
80 Green Beans: Card
100 Red Beans: Advanced Flipendo

Climbing bookshelves
If you approach a bookshelf and find that you cannot climb it, press Square on a piece of a wall that is different or a lighter color.

Behind bookshelves
Behind one bookshelf you have to shoot pumpkins, cauldrons and chocolate frogs with your Flipendo. You will have to shoot them back for a Slytherin. This is located in the Slytherin door across from your door in the entrance hall.

② TONY HAWK'S PRO SKATER 3



Disco Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Officer Dick.

Moon Physics
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Bam Margera.

Perfect Balance
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Kareem Campbell.

Sim Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Geoff Rowley.

Skip to Restart
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Tony Hawk.

Slow Nic Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Chad Muska.

Smooth Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Elisa Steamer.

Stud Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Kareem Campbell.

Super Revert Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Jamie Thomas.

Wire Frame Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Bucky Lasek.

Kid Mode
Complete all the goals in the game and get gold medals in all three competitions in Career mode with Steve Caballero.

Darth Maul
Complete all the goals in the game and get gold medals in all three competitions one time with any character in Career mode.

Officer Dick
Complete all the goals in the game and get gold medals in all three competitions in Career mode with a created skater. Note: This also unlocks the Downhill level.

Wolverine
Complete all gaps in all regular levels with any skater.

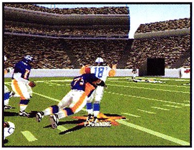
③ TONY HAWK'S PRO SKATER 2

Unlocking the best in skateboarding
Enter these wonderfully fun cheats correctly and the screen will shake.

Master Code
Press Start to pause gameplay, then hold L1 and press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake to confirm correct code entry. Choose the "End Run" option to unlock all cheats, FMV sequences, bonus skaters and extra levels. The code spells out XXX, Stud, Lust, Ecstasy, Ecstasy. Note: This code will not unlock Private Carrera. But it will unlock the '80s Tony Hawk. To find him, go to the character selection screen, choose Tony Hawk, and select Style C on the options.

Flight Mode
Hold L1, then press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up at the main menu. The wheel will turn to confirm correct code entry. Begin gameplay and press one of the following buttons to fly. You can also enter this code after pausing gameplay. The screen will shake to confirm correct code entry. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will add up your score.
Float up: Hold X.
Hover: Hold Triangle while in the air.
Move skater in air: Use the D-pad.
Drift left: Hold L1.
Drift right: Hold R1.
180 spin left: Hold L2.
180 spin right: Hold R2.

⑤ MADDEN NFL 2002



Easy Sacks
Go to Dime formation, then select "Double Slot." Watch your defensive ends go for a sack. "Line Shift" will also work as well. You'll find this under the Raiders handbook.

⑥ ROCKET POWER: TEAM ROCKET RESCUE

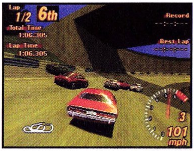
Level Select
Successfully complete the game in Story mode. All levels will be unlocked, allowing the icons to unlock the bonus characters to be found.

Play as Angelica Pickles
Successfully complete the game in Story mode. Play the game in Story mode again and go to the very last level in stage 4. Go to the building were you can ride up the blue walls. Grind down the pole at the top to get Angelica.

Play as Conroy Blanc
On stage 2, in "Free Ride," go about halfway into the level, and stay to the left immediately after the first jump. You will see a log followed by two more logs. When you grind down the last one, you will get Conroy's head.

⑦ MONSTERS, INC.

Maximum Health
While holding L1 + R1, press Circle, Circle, Circle, Square, Triangle, X, Triangle while playing the game.

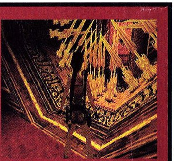


⑩ GRAN TURISMO 2

Get High-Resolution Mode
The only way to do this in Arcade Mode is to win all tracks in Arcade Mode with the difficulty set on Hard. In the Simulation mode, you can earn licenses until you have the International A License. Then go drive the GT League and win every cup.

Increase Days easily
Go to a race, when you are there with the "Start Race" selection, go to 'Exit.''

Tomb Raider: The Last Revelation



All Secret Items
Face directly north on the compass. Highlight the large medipack and hold L1, L2, R1, R2. Press Down, then Triangle.

All Weapons
Face north, then on the inventory screen, highlight a Small Medipack, press and hold L1 + L2 + R1 + R2 + Up, then Triangle.

Level Skip
Face North, and at the inventory screen highlight the Load Option and press and hold: L1 + L2 + R1 + R2 + Up, then Triangle, and you'll jump to the next level.

Unlimited Items
Face north, then at the inventory screen, highlight a Large Medipack. Press and hold L1 + L2 + R1 + R2 + Up, then Triangle. If done correctly, you'll have unlimited ammo.

Tricks Forum

Welcome back to *OPM*'s Tricks Forum. You have questions and tips and we have answers and quips. Enjoy.

Back to pedestrian pedestrians

I recently tried out your Insane Pedestrians code to have a bit of fun, and after I was done, I saved. Then when I went back, I tried taking off the code and couldn't, and it was preventing me from beating the game. So is there a way to turn those codes off? The others seem to turn off, but not those ones.
Chris D.
***OPM's answer:** Chris, let us lay this down for you simply: Cheaters never win and winners never cheat. Actually, that's rarely true in this section, but it applies this time. As far as we know, and we've done much digging, there's no reversal of this code. Which stinks in a very smelly way.*

Catching Cold

If Snake spends too long in the rain, he'll become sick. This is indicated by snake sneezing. Sneezing often risks alerting nearby guards who have a substantial hearing range (better than visual range). Rid his symptoms by using a Pentazemin.
Jojobodhivania@aol.com
***OPM's answer:** We think the thinking world is already well aware of this simpleton fact, but in case any of the dolts missed it, we figured we'd show this one last time.*

Dynasty Warriors 3

Can you please show me some hints for Dynasty Warriors 3?
Kirby
***OPM's answer:** With a name like Kirby, we cannot resist your request. Here are a few to keep you stabbing away at the locals:*

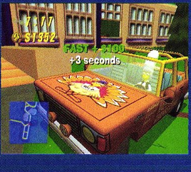
1. If you have a saved game from Dynasty Warriors 2, DW3 will detect those characters and add them to your arsenal.

2. To get a real funny-like secret ending, follow these steps: A. Go to Options on the main menu. B. Go to Opening Edit. C. Highlight "Replay." D. Hold all four shoulder buttons and press X.

You can't beat this price!

In GTA3, you can get a dented car as good as new. Take it to your hideout garage and park it, then walk out (making sure the garage door doesn't close). Next take out any weapon to damage the car. Start firing at the car until you see flames. Before the car blows up, walk out of the garage and let the door close before the car blows up. You will notice the car didn't blow up. Walk back up to the garage, and your car will be fixed up and repaired.
Michael Hosepian
Dove_Hunter@hotmail.com

Apu gets out"rage"ous



Start out by changing the date on your PlayStation 2 to 12/25/2001. Then, start a new game and you will have a new character and car. (It's Apu dressed in a Santa suit, and a sedan painted red and green!). This car cannot be saved, so you have to change the date every time you play.
Eric Lewis
***OPM's answer:** Not a bad tip. But try these dates for even more Simpsons wackiness, like the picture above. 1/1/02, 11/22/01,10/31/01*

"My high score using this [THPS3] trick was over 350 million without codes!"

Opening Baldur's Gate

Duplicate items, armor, weapons
In either one- or two-player mode, save your game, drop your weapon, change players, and import your same character from your last save game. Check your inventory. You will have the sword you just dropped, and another one of the same on the floor. You've just doubled your weapons. If you want to double everything, save your game, drop everything, import your character, and he/she will have everything in the inventory again, plus you can pick up everything you dropped earlier. So, if you had two swords when you saved, you will now have 4!! By duplicating weapons and armor enough, you can then sell them and get the best of everything in the shop even before you start the sewers!
Duplicate experience!
After you've completed certain tasks, you will receive experience when you explain yourself to those who asked you to do the task (for example, defeating the orb, and finding the medallion in the crypts, there are other areas to duplicate experience). First, BEFORE you talk to the people who give you experience save your game. Then talk to them, get your loot, save your game on a DIFFERENT space! Then RELOAD the previous save game (the one before you got your experience). BEFORE you talk to the people again hit ←start→, change players, import your character from your most current save (the one AFTER you talked to the people). If you're confused, check the timing of the save games. Now, talk to the people again. You will receive more experience! Keep repeating until you level up or you just get tired of leveling up!
Nevguy

Payne-less

I need some help with Max Payne for the PlayStation 2. Can *OPM* find me some codes?
N/A N/A
***OPM's answer:** With a name like that? You bet! But we put them two pages back, so flip over to the PS2 tricks to beat up on the baddies in Max's world.*

GTA3 Mission Pointers

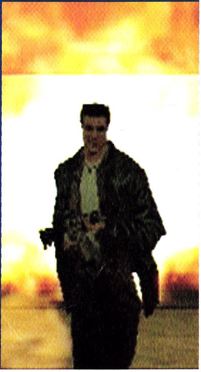
Gangcar Round-Up (Telephone/Yardie mission on Staunton Island)
When you start this mission, it'll take everything off your screen but the pink dot to where the garage is. Which makes it a little more difficult, seeing as how you've got to come all the way back to Staunton Island from Portland with the Diablo Stinger and the Mafia Sentinal without damaging them. Here's how I did it: I went ahead and got the Diablo Stinger and the Mafia Sentinal cars from Portland and brought them to my garage hideout in Staunton Island *before* I took the mission. I did it prior to picking up the telephone so I didn't have to worry about hurting the car and so the star for my hideout would still be on my map. This way you've only got to take them a block or so without hurting them. Easy. Then just pick up the Yakuza Stinger from Asuka's condo parking lot and take it to the garage.
Will Bailey
sinister@houston.rr.com

Semi-circling THPS3

In THPS3, from the main menu go into the park editor. Once there, select rails: low tight corner (LTC). Bear with me, this is hard to explain. Starting in a corner, make a semi-circle with three LTC rails. On one of the ends of your LTC semi-circle, attach an LTC rail so that it doesn't close off the semi-circle, but goes away from the semi-circle. Then flip the nextLTC rail in the opposite direction as the previous one, so you have kind of an S shape (repeat this process four or five times). After your fifth or sixth S-shaped rail, make another semi-circle out of three LTC rails, the same as before. Be sure to leave both ends open, so that while grinding, you will be thrown from the semi-circle rail back onto the S-shaped curved rail. While performing this trick, make sure to hold down the Triangle button. You can rack up way over a million points. My high score using this trick was over 350 million—without codes (you won't need 'em)!
Curtis Crabtree
hca@frontiernet.net

THPS3 Differences

I got THPS3 on PS one for Christmas, and I noticed a few variations in the game from the PS2 version. When I got to Suburbia I saw that there was no "Help the thin man" and no haunted house. Also Canada is one of the last levels. What is going on?
Bucky
***OPM's answer:** The PS one version just can't support the graphics and is a different game. Plus, it gives PS2 owners a reason to get back to their PS one roots.*



IN A PERFECT WORLD...

Yeah, we all enjoy the PS2 with its great graphics, fine games and overall coolness. But very few of us actually possess the most ideal setup for our wonder system. We can all fantasize, though, right? If we could have it any way we wanted, this would be it.

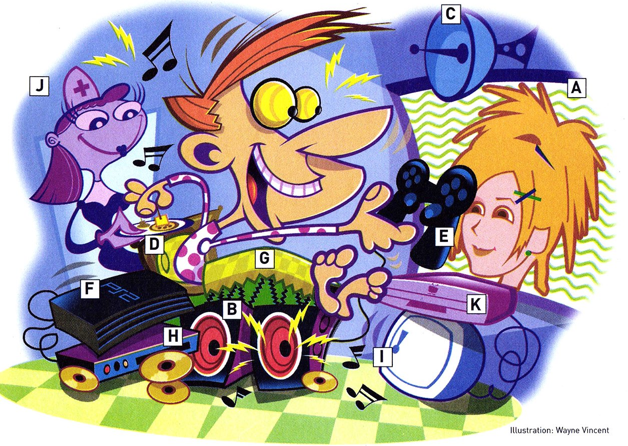


Illustration: Wayne Vincent

A Flat/widescreen plasma TV mounted to bedroom wall

B Subwoofer under bed (for ass-rumblin')

C Digital cable/satellite receiver

D One of those pillows with the remote-control pocket on the side

E Logitech cordless controller

F PS2

G Craftmatic bed

H Surround-sound receiver with wireless speakers placed around bed

I A mini-fridge for snacks and sodas

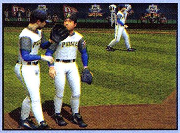
J Some kind of nurse/helper to administer "bed baths" and bring food and drinks

K TiVo (for taping shows you miss while playing Final Fantasy X)

Caption Contest

Every month, we select a screenshot from a featured game and ask you to come up with a funny caption for it. Triple Play 2002 is ripe for the witty text supplement this month. Send your incredibly hilarious entries to opm@ziffdavis.com with the subject of CAPTION CONTEST.

WINNER!
"Sure she can wield a magical blue-flamed staff—but can she cook?"
Stanley Fligner, fligner@jps.net



CAPTION THIS
Looks like a little mid-inning chat in progress. But what are they saying? Let us know now.

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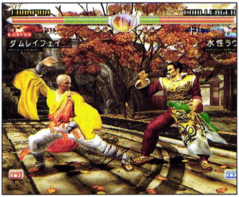
Virtua Fighter 4



Sega's fighting franchise kicks its way onto the PS2. But does it have what it takes to take on Tekken? Find out next month! Plus, another killer PS2 DVD demo disc, featuring Maximo, High Heat MLB 2003, Airblade, Gitaroo Man, PaRappa 2, Drakan and much, much more! You won't want to miss out on all the extras we've got packed onto the disc and jammed into the magazine!

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Electronic Gaming Monthly

Maximo

EGM dishes the scoop on Capcom's latest 3D adventure, Maximo. Find out if this homage to classic 2D platformers is the first great game of 2002. Plus, a visit to game university DigiPen.

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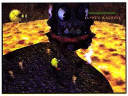

Pac Is Back!

Pac-Man World 2 brings everyone's favorite dot-gobbler into the next generation with an exciting new action platformer that mixes the best of the old and new schools of gaming.

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The first-ever hands-on look at the most spectacular first-person shooter the folks at *CGW* have ever seen. Don't miss their gameplay impressions and new exclusive screenshots!

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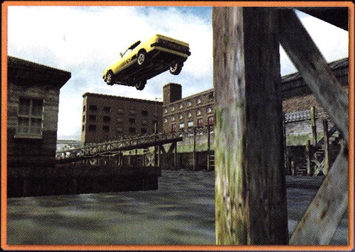

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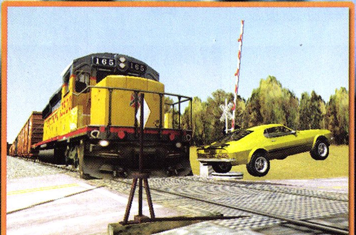

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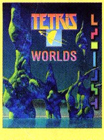

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